# Andrew J. Gawoski     415-342-5773

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## Education:

- 2013-2016         ***BS, Computer Science: Computer Game Design***

  University of California, Santa Cruz

## Skills:

- ***Programming Languages:*** C++ (6 years), C (2 Years), C# (1 Year)
- ***Development Tools:*** Visual Studio, Git, SVN, Scrum/Agile, Excel
- ***Additional Notes:*** 3ds Max, Blender, Unreal 4, Unity3D, GIMP, Photoshop CS6

## Game Projects:

2017         ***Ascengine,*** Independent Development (team of 1)

Ongoing development UE4 anti-gravity racing title

- Workflow & Blueprint refresher
- Designed specifically for dual-stick movement control

2016         ***Luna Limit,*** Independent Development (team of 1)

Single player, math-based tile puzzle game based on lunar cycles

- Players flip tiles, changing adjacent tiles by adding moon phases
- Player goal is to get as many full moon tiles around the edge of the board

2015         ***Say La Vie,*** Programming, Design, "Artist-coordinator" (team of 8)

Single player, third person French language-learning RPG

- Created technical documentation for game systems (Unreal 4)
- Collectively reached consensus on numerous design decisions
- Utilized agile task-tracking (Scrum)
- Managed a very small team of artists from outside of the course

2015         ***Kill Switch: Engage (GGJ 2015),*** Pixel Artist (team of 6)

Multiplayer, Top-down, 2D arena shooter with changing rules

- Created art assets under close pressure/deadline
- Intended as preparation for coordination role in *Say La Vie*

*Additional projects available on request.*