

Andrew J. Gawoski

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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*