

# Andrew J. Gawoski

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**Education:** University of California Santa Cruz, March 2016  
B.S. Computer Science: Computer Game Design

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**Skills:** Experienced in C++  
Proficient in C, C# and Java.

Additional experience with:  
Visual Studio, Unity3D, Unreal 4, Android Studio,  
Scrum, Documentation, UML

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**Projects:** **[Perdix \(2016-2017\)](#)** | Independent Development  
A tightly-tuned 2D action platforming title

- ❖ Developed in Unity3D with C# and Cg/HLSL
- ❖ Custom shaders, physics-based systems, and user interfaces

**[Luna Limit \(2016\)](#)** | Independent Development  
Casual tile-flip title based on addition of moon phases

- ❖ Developed in Unity3D with C#
- ❖ Created gameplay systems and user interfaces

**[Summoner Timers \(2016\)](#)** | Independent Development  
Native android-developed timer application and companion for Riot Games' popular esports title, *League of Legends*

- ❖ Written in Java within Android Studio using Riot Games' API
- ❖ Heavily focused on object-oriented programming practices
- ❖ Asynchronous REST calls for online application usage

**[Say La Vie \(2015\)](#)** | Programmer & Artist Coordinator  
An educational, French language-learning town simulation title developed as part of a capstone sequence at UCSC

- ❖ Developed in Unreal Engine 4, primarily in C++
- ❖ General programming/debugging in C++
- ❖ Minor blueprint usage for title sequence
- ❖ Managed a small team of artists to create assets
- ❖ Participated in frequent scrum meetings