

Andrew Gawoski

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Education:

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

Skills:

Languages:

Experienced in C++
Proficient in C#, C, Java

Technologies: Visual Studio, Blender, 3D Studio Max, Android Studio

Platforms: Unreal 4, Unity, Android, HTML5/Canvas

Additional: Scrum, Documentation, UML

Projects:

[Say La Vie \(2015\)](#) Programmer & Artist Coordinator

An educational, french-learning town simulation game developed as a team project in Unreal 4 while attending UCSC.

- General Programming/Bugfixing
- General design contributions
- Managed a small team of artists to create assets

[SubstiLoot \(2015\)](#) "Programmer," Writer & Designer

Text adventure using Inform 7 developed at UCSC as a pair project.

- General scripting and design

[Summoner Timers \(2016\)](#) Programmer & Designer

Native Android-developed timer application and companion for Riot Games' popular title, *League of Legends*.

- Using Riot Games' API
- Solo development and design

[Luna Limit \(2016\)](#) Programmer & Designer

Casual tile-flip game utilizing principles of simple addition of lunar phases developed in Unity.

- Solo development and design
- Asset creation