**Andrew J. Gawoski**

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[andrewgawoski.github.io](http://andrewgawoski.github.io/) | <https://www.linkedin.com/in/andrewgawoski>

**Education:**

University of California Santa Cruz, March 2016

B.S. Computer Science: Computer Game Design

**Skills:**

Experienced in C++

Proficient in C, C# and Java

Additional experience with:

Visual Studio, Unity3D, Unreal 4, Android Studio,

Scrum, Documentation, UML

**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 for Riot Games’ popular 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/live application usage

[***Say La Vie (2015)***](http://andrewgawoski.github.io/sayLaVie.html) | Programmer & Artist Coordinator

An educational, French language-learning game developed for a capstone course at UCSC

* Developed in Unreal Engine 4, primarily with C++
* General programming/gameplay debugging in C++
* Minor blueprint usage for title sequence
* Managed a small team of artists to create assets
* Contributed to frequent scrum meetings and task time assignment