



SUMMER GASAWAY

GAME DESIGNER | UNITY DEVELOPER

 (760) 815 - 7487

 summer.gasaway@gmail.com

 Cincinnati, Ohio

 gasawase.github.io

SKILLS

- Unity
- Unreal
- Fluent in object oriented languages such as C# and Java
- Proficiency in HTML, Javascript, and Python
- JIRA
- GitHub
- Office 365, Slack
- Rapid prototyping and iterative design
- Agile software development methodology
- Qualisys Motion Capture Systems

EDUCATION

BACHELOR OF SCIENCE AND TECHNOLOGY

Dual Concentration: Game Development and Software Application Development

Minor in Asian Studies

University of Cincinnati

2018 - Expected Graduation: Spring 2024

EXPERIENCE

GAME DESIGNER / DEVELOPER

UC SIM: Center for Simulation and Virtual Environments Research
August 2020 - Present

UNITY DEVELOPER

- VERB NOUN from conception to completion of games and training simulations
- Design scenes and levels for immersive experiences
- Game/Application Development for Augmented Reality, Virtual Reality, and desktop environments
- Create custom features, tools, and mechanics for efficient development
- Collaborate with other departments to create a unique and cohesive final product
- Frequently collaborate with a diverse team on bug fixes and design implementations
- Work with internal tools to create narrative sequences, event triggers, and feature activations
- Prioritize user experiences

QUALITY ASSURANCE

- Review current builds for bugs and breaks
- Document various issues for consistency, playability, and user experience
- Standardize common mechanics throughout builds for consistency

JUNIOR SECURITY ANALYST

UC Office of Information Security
August 2019 - August 2020

- Maintain up-to-date, detailed Standards of Work for students and faculty for the entire university
- Research best practices from contemporaries and update current procedures accordingly