SUMMER GASAWAY

GAME DESIGNER | UNITY DEVELOPER

☎ Available Upon Request

✉ 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
- Qualisys Motion Capture Systems
- Office 365, Slack
- Rapid prototyping and iterative design
- Agile software development methodology

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

- Contribute to projects at all levels, from conception to completion
- 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
- 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

University of Cincinnati - 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
- Review security compliance for software requests from departments across the university