

Summer Gasaway

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Cincinnati, OH. 45220

PROFESSIONAL SUMMARY

Graphic designer turned avid and detail-oriented programmer. Game designer focused on altering the visual plane to tell an intriguing narrative. Innovative developer unafraid to research and learn different tools to better the project and benefit the team. Attentive to the needs of all members of the team and dedicated to compromising and solving problems before they arise.

WORK HISTORY

University of Cincinnati: Center for Simulations & Virtual Environments Research

Software Developer

- Developed custom virtual reality applications in Unity for platforms such as WebGL, Desktop, and VR
- Coordinate with art and dev teams when leading projects
- Created custom code for both in game interactions and in editor tools
- Researched and learned new topics such as rendering efficiency and shaders to better the end product and reduce time spent on projects

University of Cincinnati: Office of Information Security

Junior Information Security Analyst

- Frequently worked with programmers and security analysts when issues arose
- Created graphics for social media
- Created annual safety training video with applications such as Vyond
- Maintained high level of security when confidential data arose

SKILLS

- High knowledge and familiarity of Unity and Unreal workflows, asset pipelines, and revision control systems such as Git
- Knowledge of Maya and Photoshop
- 3 years' experience in scripting with Python and programming with C# and Java
- Understanding of modeling, shading, lighting, dynamics, particle systems, and image manipulation
- Familiarity with shaders and shader languages such as HLSL and ShaderLab

EDUCATION

University of Cincinnati

Cincinnati, OH

05/2023

BSIT: Game Development & Simulation

RELEVANT COURSEWORK

- Game Engine Lab I & II
 - Learned about what goes into developing a game and created our own games in Unity and Unreal with custom scripting, blueprints, and asset implementation
- Intro to Python
 - Learned the base understanding of the Python scripting language
 - Gave me a stronger understanding of Python before I dove into more difficult scripting
- Intro to Animation
 - Learned the basics of animating in Maya
 - Learned how to use custom tools in Maya
- Web Game Development
 - Learned how to create games with JavaScript and HTML
- Game Design & Society
 - Learned what about all went into gaming such as level design, game design documents, and developing for an audience
- Network Game Development
 - Learned how to develop games over a network in Unity using MLAPI
 - Learned how to create lobbies, coordinate over a network, and implement chats