Gage Melton

Email: gagemelton@indiegage.com Phone: (269)932-8228

Website: <u>indiegage.com</u> Portfolio: glimelton.myportfolio.com

Education -

Bradley Univerity Graduation May 2017, Peoria, IL

- Bachelors of Science in Interactive Media
- Concentration in Game Design
- Minor in Computer Science
- 3.07 GPA

Lakeshore High School Graduated May 2013, Stevensville

Relevant Coursework

Programming Concepts & Languages Game Engine Programming Data Structures Advanced Programming Concepts Database Management Systems Computer Game Capstone Intro to Scripting Languages

Published Works

Starcats Lead Designer, Unity 3D, 2017

- 2-4 player local cooperative/competitive party game.
- Created over 9 months in Unreal Engine 4 with a team of 13.

Color Cannons Creator, Unity 3D, 2017

- 2-4 player local multiplayer sumo-wrestling with tanks.
- Personally did all programming, art, and design.

Nongon Creator, Unity 3D, 2016

- Procedurally generated first-person parkour platformer.
- Personally did all programming, art, and design.

Rain in the Month of January/A Garden Under A Red Sun 2016

Skills

Technical

C#, Java, C++, JavaScript, HTML, CSS, Unity 3D, Unreal Engine 4, HTC Vive, Oculus Rift, Windows, Visual Studio, Eclipse, Version, Control, Microsoft Office Suite.

Soft

Teamwork, Problem Solving, Communication, Direction Following, Desire to Learn, Dedication, Passion.

Awards -

E3 College Game Competition Top 5 Finalist Bradley Summer Competion Grant FUSE '17 Keynote Speaker Slane College Award for Applied Excellence in Game Design Slane College Dean's List

Work Experience

Cracked Pepper Catering Catering Staff, Aug 2015 - Present, Peoria, IL

- Following strict timelines to prepare for and carry out various events.

Bradley Student Security Residence Hall Security, Sept 2014 - Sept 2016, Peoria, IL

- Patroling dorm halls and writing detailed reports of any occurrences during rounds.

Grand Mere Inn Dishwasher, Sept 2012 - Sept 2014, Stevensville, MI