

Gage Melton

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Education

Bradley Univerity *Graduation May 2017, Peoria IL*

Bachelors of Science in Interactive Media
Concentration in Game Design
Minor in Computer Science

Game Projects

Nongon

Currently in alpha, released Aug 8, 2016. Solo-developed

- First-person parkour platformer, solo developed in Unity.
- All modeling done in Blender.
- Uses third party assets customized to fit project.
- Semi-procedurally generated levels.

A Garden Under a Red Sun

Released Sept 1, 2016 Solo-developed

- First-person exploration game solo developed in Unity.
- Developed in 48 hours for a color palette design challenge.
- Project focused on visual composition.

Astrocats

In-development, expected release Q2 2017. Lead Designer

- Four player local co-op game based on the Prisoner's Dilemma.
- Led design team of five for Game Capstone Class.
- Working closely together with programming and art teams.
- Created original concept, designed multiple in-game items, created environment 3D models, and designed core game mechanics.

Sub Space

Released Dec. 5 2015. Programmer

- Casual sandwich stacking game for Android devices
- Developed persistent data system for game to save and load player data.
- UI programming for menus.
- Worked with team of three to develop game in 3 months

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

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

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

Relevant Coursework

Virtual World Building

- Studied virtual world and lore in movies and game, leading up to designing own virtual environment in 3D.

Quality Assurance in Games

- Studied the process of QA in large development studios. Carried out QA for in-development game.

Advanced Programming Concepts

- Covered advanced programming with C++, including custom data types, pointers and pointer arithmetic, and templates.

Skills

Game Engines

●●●●●Unity
○○○●●Unreal Engine 4

3D/2D

○●●●●Blender
○○○●●3ds Max
○●●●●Photoshop
○○●●●Illustrator

Programming/Scripting

○●●●●C# (Unity)
○○○●●Java
○○○●●C++
●●●●●HTML
●●●●●CSS
○○○●●JavaScript
○○○●●jQuery