

Troy Gunsallus

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SKILLS

Programming Languages: C++, C#, Java, HTML5, CSS

Scripting Languages: JavaScript, TFBScript

IDE's: Visual Studio, Eclipse, Visual Studio Code, Sublime Text

eCommerce: Shopify, Squarespace, WordPress

UI/UX Design

SEO

Vast experience collaborating in cross-functional group environment

Effective verbal and written communication skills

Accomplished creative problem solver

Comfortable working independently and in large or small group environments

EXPERIENCE

Indie Developer

December 2018 – Present

Game Developer

- Design and implement mobile games using Unity3d engine.
- Publish games on Google and Apple marketplace.

Hook'ed

March 2020 – January 2020

Web Developer

- Continually update content to provide for smoother and more enjoyable user experience.
- Implement cross-platform browser plugins, improving overall website responsiveness and functionality.
- Perform code edits through various editors, such as, Shopify and WordPress.
- Ensure adherence to eCommerce websites quality control, change management, and compliance.

Jam City

May 2016 – December 2018

Game Designer

- Live Ops level tuning.
- Design for features, levels, content systems and game modes.
- Analyze current mobile trends.
- Organize and run weekly design meetings.
- Onboard, oversee, and manage new team members.
- Lead weekly meetings with regards to current game trends.

Toys For Bob - Activision Blizzard

August 2010 – October 2014

Combat/Game Designer

- Design, document, and tune enemies through proprietary scripting tools.
- Script, tune, and balance enemy encounters to create compelling engagements.
- Script IGC's based on basic storyboards.
- Work in fast paced environment to meet ever changing deadlines.
- Create schedules and project plans detailing workflow to ensure timely task completion.
- Build team communication by fostering a culture of inclusion and collaboration.
- Maintain and manage data check-ins through version control software.

EDUCATION

Westwood College

March 2007 – December 2009

Bachelor of Science – Computer Science, Game Software Development

Honors: Magna Cum Laude, President's List (2 Quarters), Dean's List (8 Quarters) GPA 3.8

University of Washington

March 2005 – December 2006

Bachelor of Science - Computing and Software Systems

Achievements: Received certificate of appreciation from the Port of Tacoma for successfully locating and documenting bugs in newly developed billing software.

Pierce College at Fort Steilacoom

December 2001 – June 2004

Associate of Science – Mathematics

Honors: Dean's List (2 Quarters)