

Gabriel Simao

✉ gsallessimao@hotmail.com

[in/gabriel-salles-simao](#)

[/gssimao](#)

[GabeSimao.com](#)

Education and Training

Dakota State University | Madison, South Dakota

The Beacom College of Computer and Cyber Sciences

Double Major: B.S. Computer Science & Computer Game Design

2022

- President's Academic Honors List 2018-2022
- 3+ years experience coordinating numerous student projects
- 3+ years Programming Experience in C#
- 2+ years experience in peer-reviewing code

Skills

- C#/C/C++, Java, Python
- Agile, SCRUM
- GitHub
- Linux
- Bilingual Portuguese and English
- Photoshop, Illustrator
- Maya, animation
- Unity Mobile dev
- .Net
- SQL

Experience

Design Lead (Published Game: 3 O'clock Horror Steam Play Store)

08/2020 – 05/2021

- Led a team of 8 members in the development of a year long project
- Implement gameplay features to completion Using Agile Methodology
- Debugged and optimized code
- Translated user requirements into gameplay features
- Adapted, redesigned, and published the game for a mobile port

Computer Science and Game Design Tutor

08/2020 - 12/2021

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- Helped program, debug, and optimize code
- Clearly communicated examples that facilitate problem solving
- Developed abilities to: identify a problem, brainstorm different solutions, and implement them

Assistant Resident Director

12/2021 - Present

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- Honing strong interpersonal and organizational skills with the ability to empathize with others
- Ability to manage a flexible schedule on-call shifts, evenings, and weekends
- Knowledge in delegating and distributing tasks according to the team skill level and availability
- Strong problem solving and time management skills, as well as the ability to work independently and with a team