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(909)-644-9747

Mason Gaw

EDUCATION

Rochester Institute of Technology, Rochester, NY — *Master's Degree*
August 2021 - May 2023
Program: Game Design and Development

Whittier College, Whittier, CA — *Bachelor's Degree*
September 2017 - May 2021
Major: Game Design and Storytelling

SKILLS

I primarily specialize in Gameplay Programming with a subs specialty in virtual reality. Additionally, I am fluent in Unity and C# as well as Unreal Engine, C++, and Blueprints Visual Scripting Language.

EXPERIENCE

Esri, Redlands — *Product Engineer*
June 2023 - Present

Esri, Redlands — *Software Development Intern*
May 2022 - May 2023

City of Redlands, Redlands — *IT Intern*
September 2019 - July 2021

PROJECTS

Arc GIS Maps SDK Samples for Unity

Arc GIS Maps SDK Samples for Unreal Engine

Operation Midnight Stripes, Senior Capstone Project: Operation Midnight Stripes is a virtual Reality Escape room set in a world where Russia launched Nuclear weapons during the cold war, starting world war 3. After breaking into a Russian lab, you and your team are captured and must escape before the next set of nukes are launched. Battle your way through waves of enemies and solve puzzles to escape with your life!

Farm Fresh Explosions: Farm Fresh Explosions is a 2D side scroller/top-down game (switches between the two) game where the player plays as a farmer. While working harvesting their crops, they are abducted by aliens, along with their crops! The farmers' crops were genetically modified when they were abducted and now they are lethal weapons! Corn is a machine gun, tomatoes are bombs, eggplants are bazookas, and carrots are swords! The player must work their way through the alien spaceship in order to escape and get back to Earth for harvesting!

Finger Guns: A virtual reality game originally made in Unreal Engine. This game focuses on combat against enemy AI when the player must escape prison after being locked up for making advanced weapons technology. My position on this project was gameplay programming with a focus on VR and VR interactions.

Texas Throw 'Em, Graduate Capstone: A Third person action game where the player plays as a stage magician antihero. Using their card-throwing skills, the player is tasked with robbing the Casino of Gunflats. This game is being developed as a Master's Capstone Project at RIT. My position on this project was gameplay programming including character controller and player combat.