

# Gavin Camlin

Engineer | Game Developer

Worcester, MA 01609

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## PROFESSIONAL WORK

**MassDiGI**, Worcester, MA

### **SIP Programmer & Assistant Producer**

May 2019 - Aug 2019

*Active Idle game* developed over the summer creating multiple low dependency, well documented systems for the game Merge Critters (iOS, Android)

- Programmed UI/UX, shaders, general systems, and rapid prototypes
- Pivoted off of feedback from other developers, redesigning large components of our game to create a better product
- Made data driven decisions on how to fix our balance and retention
- Built expensive tools to visualize our balance curve

### **Contracted Programmer on Pediatrics**

Dec 2018 - Present

*Serious mobile game* aimed at creating a more interactive way for pediatricians to study case files. *In partnership with* Boston University, Boston Medical Center, and Children's Pediatric Trauma Institute.

- Designed a simple solution for the complex issue of converting case studies into content
- Created a simple workflow utilizing the middleware *Twine* for the medical staff to convert case studies into content
- Taught and developed documentation for how case files are handled and written
- Programmed and documented gameplay systems

### **Live Studio Programming Intern**

Aug 2018 - Present

Worked on various different applications developing tools, producing, and designing unique solutions to more complex issues.

- Built a tool for designers to create spawn points with advanced properties for a *serious disaster simulator* Triage (PC, Mac) in partnership with Yale Medical School
- Developed a solution for Philips Medical utilizing the Hololens to teach there medical staff about AR
- Refactored expansive code bases that occurred large amounts of tech debt

**Becker College**, Worcester, MA

### **Resident Assistant**

Oversaw an apartment style residence hall, developed hall and campus wide activities, and looked over students within the residence hall.

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## PERSONAL WORK

**Basic Witch**, Worcester, MA  
**Programmer**

Aug 2018 - March 2019

Teamed up with fellow developers to create a small scoped *mobile* game and develop a thorough marketing plan then launch the game and perform live ops.

- Created and managed a tool to streamline building and generating levels within our endless runner
- Iterated off of feedback from fellow developers and play testers to polish our gameplay loop
- Pitched our game to a board of industry professionals with a detailed marketing plan, winning us our category at the MassDiGI Game Challenge 2019

**Hard Hat Studios**, Worcester, MA  
**Producer and Programmer**

Feb 2019 - Present

A simple *PC* based around two house mechs fighting, created during 2019s global game jam.

- Utilized agile scrum task management throughout development
- Taught artists asset implementation to improve our pipeline efficiency
- Worked closely with the art team bring their ideas to life in engine

## VOLUNTEER WORK

**IGDA Becker Chapter**, Worcester, MA  
**Vice President**

March 2018 - Present

- Developing a program to encourage stem in the Worcester School District
- Aided in the management of the Women in Games division of our chapter
- Established tools to effectively manage the budget
- Grew a community of active fellow developers

## HARD SKILLS

- Unity
- Plastic SCM
- Wwise
- Git
- Photoshop

## LANGUAGES

- C#
- C++
- ShaderLab
- Java
- Ruby

## EDUCATION

**Becker College**, Worcester, MA

*Bachelor of Arts in Interactive Media Design*, Anticipated May 2021

Concentration: Computer Game Programming