Gavin Camlin

Engineer | Game Developer
Worcester, MA 01609

(484) 769-6237 | gcamlin@gmail.com | Portfolio: gcamlin.com | /in/gavincamlin

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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 Pediatrix   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   Aug 2018 - March 2019
Programmer

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   Feb 2019 - Present
Producer and Programmer

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   March 2018 - Present
Treasurer

- 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