Gabe McCauley

Seattle, WA

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ArtisticExperiments.com

SKILLS

Specialties	Software	Programming Languages
• Environmental Design	• UDK / Unreal 4	• C#
• Mission Design	• Unity	• Javascript
• Programming	• Maya	• Mel
• Software Development	• Photoshop	• Python
• Shaders/VFX	• Visual Studio	• Lua
• Tool Development – C#/Python	• Flash	• CG/HLSL
	• Scaleform	• Actionscript

RELATED EXPERIENCE

Data I/O - *Unity Application Developer (3 month contract)* **July 2013 – Oct 2013**
- Created a sales tool in Unity for the new PSV7000
- Created a custom UI allowing for xml loading and visual representation of the parts selected
- Implemented a throughput calculation based on selected options and real world device times

Monolith/WB Games Seattle - *Design Contractor (9 month contract)* **Oct 2012 – July 2013**
- Environmental design, markup and bug fixing
- Mission design and implementation
- AI encounter design, scripting and balancing

The Art Institute of Seattle - *Student Tutor* **Mar 2009 – Jan 2011**
- Worked one on one with students to increase comprehension and grades in classes involving Actionscript, Javascript, and C#.
- Explained concepts such as loops, object orientation, and polymorphism to beginning students

ADDITIONAL EXPERIENCE

The Dental Warehouse - *Office Assistant* **Nov 2010 – Oct 2012**
- Researched and integrated third party web applications into existing corporate website.
- Wrote functional and design specifications for new invoicing and database applications.
- Website maintenance, item documentation, customer service, and sales

EDUCATION

The Art Institute of Seattle **Dec 2014**
BFA, Game Art and Design