

Gabriel Burgess

Email: gburgess117@gmail.com

Phone: (410) 868-9310

Education

Carnegie Mellon University, Entertainment Technology Center Aug. 2013 - May 2015

Master of Entertainment Technology

Loyola University Chicago Aug. 2009 - May 2013

B.S. Computer Science Minor: Asian Languages and Literature (Japanese Concentration)

Skills

Programming Languages: C#, JavaScript, Python, HTML, CSS, SQL, C/C++, Java (brief)

Software: Unity3D, Visual Studio, UE4 (brief), Git, Adobe Photoshop & Illustrator, Logic Pro

Areas of Study: Human-Computer Interaction, Building Virtual Worlds, Gameplay Logic

Related Experience

Web Design/Maintenance, Social Media, Graphic Design, and Consulting - (2017 - Present)

- Current clients include Word 4 Life and Future Endeavors (based in Baltimore)

Activities Director of the Safe Summer Program, Volunteer - Summer 2016

- Selected activities, set the schedule, and directed the other instructors

“Meat Demand” for the Games for Change Festival in NY – Spring 2015

- Server and client-side game programmer, Database management (JavaScript, MySQL)
- Assisted with research and experience design; presented at the Games for Change festival.

“Connections” for iPad in cooperation with Highmark – Fall 2014

- Gameplay programmer – navigation, UI, audio manager, object interaction, tutorial mode
- Producer – interfaced with client, wrote all documentation, and managed team schedule
- Assisted with research and game design

“Swash & Buckle” for iOS and Android – Spring 2014

- Gameplay programmer – UI, player input interpretation, audio manager

“Trinity Tower Defense” for CAVE using Unity3D – Fall 2013

- Gameplay programmer - Player input interpretation, attack mechanics, tower shield
- Assisted with the motion capture recording and importing and game design

“What Killed the Butler?” for CAVE using Unity3D – Fall 2013

- Event triggering & environment interaction; game and narrative design
- Game was featured in the end of semester Building Virtual Worlds Festival.