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# GABOR SZAUER

GAME DEVELOPER

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*Key Skills* C++, C#, Objective-C, 3D math, Unity3D, OpenGL, GLSL, Memory management, Strong understanding of game engine design

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*Education* Full Sail University Graduated: 2010  
Game Development, Bachelors

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High Tech North Graduated: 2008  
Web Development, Vocational

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*Work Experience* ImaginEngine Nov, 11 - Present  
Game Developer

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Kiz Toys Nov, 10 - Nov, 11  
Game Developer

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*Projects* The Clockwork Planet Lead Gameplay Programmer

- Custom occlusion culling system
- Custom collisions bypassing unity's build in collision system
- Layered OpenGL gui system
- Character motor system

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Kiz Planet - Muck Wars Generalist Programmer

- Low level OpenGL Gui Wrapper
- Main character controller & character combat.
- Game optimization for better framerate.
- Animation blend tree system.

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Cosmic Mischief Technical Lead

- Management of a team of eight programmers.
- Design of code architecture.
- Parallelizing animation system.
- In-game and remote debugging tools.