

GABOR SZAUER

DEVELOPER RELATIONS ENGINEER

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PROJECTS



WHEEL OF FORTUNE SLOTS

*Created remote debugging tools
Optimized asset download times
Profiled and optimized memory usage*



KISS THE CHEF

*Implemented various gameplay functionality
Created memory efficient audio system
Created data driven tutorial system*



DC LEGENDS

*Created / maintained automated build system
Implemented excel to JSON converter
Worked on several gameplay features*



CRYSTAL CASTERS

*Created asset bundles with custom format
Implemented resumable bundle downloads
Created runtime texture atlas generator*

Full project history: <http://gaborszauer.com/portfolio>

EMPLOYMENT



OCULUS

*Developer Relations Engineer
06/2017 - Present
Currently Employed*



GSN GAMES

*Client Engineer
01/2017 - 06/2017
Reason for leaving: Layoffs*



FUN PLUS

*Unity3D Engineer
07/2015 - 12/2016
Reason for leaving: Layoffs*



WB GAMES SAN FRANCISCO

*Game Systems Engineer
07/2014 - 07/2015
Reason for leaving: Project finished*

Full employment history: <http://gaborszauer.com/tenure>

ABOUT

I have a passion for mobile game development, I like the challenge of optimizing games for devices with low power consumption.

I have shipped games on iPhone, Android, Nintendo 3DS, Playstation 3 and mobile VR platforms.

I'm currently a Developer Relations Engineer at Oculus. In my current role I help developers port games from PC to mobile platforms, my primary focus is profiling and optimizing games.

PUBLICATIONS

GAME PHYSICS COOKBOOK

Published by: Packt Pub
Publication date: April, 2017
ISBN-13: 9781787123663

LUA QUICK START GUIDE

Published by: Packt Pub
Publication date: July, 2018
ISBN-13: 9781789343229

EDUCATION

FULL SAIL UNIVERSITY

*B.S in Game Development
Graduated: Nov, 2010*

KEY SKILLS

C++, C#, LUA, 3D Math, Physics, Unity3D, Unreal Engine 4, OpenGL, GLSL, Profiling / Optimization, iOS, Android