


GABOR SZAUER

GAME DEVELOPER

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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



GSN GAMES

*Client Engineer
01/2017 - Present
Currently Employed*



FUN PLUS

*Unity3D Engineer
07/2015 - 12/2016
Reason for leaving: Effected by layoffs*



WB GAMES SAN FRANCISCO

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



KLAB US

*Unity3D Content Programmer
10/2013 - 07/2014
Reason for leaving: Studio shut down*

Employed full time as a game programmer since 2010

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

PUBLICATIONS

GAME PHYSICS COOKBOOK

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

TILE BASED GAMES WITH LOVE2D

Published by: Packt Pub
Publication date: Feb, 2018
ISBN-13: Will be assigned late 2017

EDUCATION

FULL SAIL UNIVERSITY

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

Key Skills

C++, C#, LUA, 3D Math, Physics,
Unity3D, Cocos2Dx, OpenGL, GLSL,
Profiling / Optimization, iOS, Android

OBJECTIVE

I am an extremely tenacious programmer, looking for opportunities which combine my passion for making games with my love of education.

I'm interested in the technical challenges presented by developing mobile games. I'm also interested in opportunities related to **Software Evangelism** and **Developer Advocacy**.

I'm very excited at any opportunity to educate and engage with other developers.