

GABOR SZAUER

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EMPLOYMENT

Touch Factor *Apr, 11 - Present*
Senior Content Programmer

ImaginEngine *Nov, 11 - Apr, 11*
Programmer II

Kiz Toys *Nov, 10 - Nov, 11*
Content Programmer

EDUCATION

Full Sail University 2010
Game Development, Bachelors

High Tech North 2008
Server Administration, Vocational

KEY SKILLS

C++, C#, LUA, 3D Math, Unity3D, OpenGL, Strong understanding of game engine architecture and low level hardware

SUMMARY

Tenacious programmer with a passion for research and development seeking exciting opportunities to further expand my technical creativity

PROJECTS

Unannounced Mobile Title (iOS / Android)

Content Programmer

Implemented face tracking & emotion recognition
Created a server driven mission & tutorial system
Built in game screen capture, editing & sharing



Sonic & Sega All Stars Racing Transformed

Visual FX Programmer

Implemented visual effects: bloom, trails, particles
Built hotloadable Lua bindings / API for effects
Created several gameplay modes (Minigames)



Wreck-It Ralph

Visual FX Programmer

Created renderer abstraction between 3DS & Wii
Worked on tools for exporting level data for 3DS
Scripted general gameplay (LUA Scripting)



Wedge And The Clockwork Planet

Lead Content Programmer

Implemented custom occlusion culling system
Created custom collision system, bypassing PhysX
Built animation state machine & blend tree



Kiz Planet, The Muck Wars

Content Programmer

Created a custom GUI solution
Implemented character combat system
Optimized game to use less memory



Cosmic Mischief

Technical Lead

Managed a student team of eight programmers
Created in game and remote profiling tools
Implemented a multithreaded animation system

