

Gabriel Domino

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WORK EXPERIENCE

JUNIOR UNITY ENGINEER

Sumi Labs | *September 2021 - Present*

- Implemented gameplay, network, and UI features for unreleased top-down space adventure game.
- Participated in game design meetings to refine gameplay features.
- Created editor tools to simplify addition of content.
- Added quality of life features and fixed bugs to prepare a game for release.

INTERN, GAME DEVELOPMENT

Scientific Games | *October 2020 - April 2021*

- Worked with senior game developers to create industry-leading casino games through Unity.
 - Implemented client-server interactions in C# to ensure seamless and secure gameplay.
 - Utilized Jira to work with game testers and fix bugs in existing games.
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PROJECTS

SWAP (swapgame.io)

- General programming for a casual/rage game that was released on PC (Steam), iOS, and Android.
- Integrated monetization features into gameplay via a premium purchase option.
- Added settings menu and functionality, added full controller support, and fixed bugs.

CHESS ATTACK (gabe-hd.itch.io/chessattack)

- Created a survival game as a solo developer including programming, art, sound design, and UI.
- Added online leaderboards to encourage competition and replayability.
- Released a multi-platform game on Web, iOS, and Android devices.

DEVOUR THE TOWER (gabe-hd.itch.io/devourthetower)

- Developed an arcade-style dropper game that won a college-level design competition.
 - Worked as part of a team of students to design and program a video game for iOS and Android release.
 - Integrated rewarded ads into gameplay and added leaderboards.
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EDUCATION

BACHELOR OF SCIENCE, COMPUTER SCIENCE

University of Nevada, Las Vegas | *August 2016 - May 2021*

SKILLS

LANGUAGES: C++, C#, Python, Javascript

TOOLS: Unity, Visual Studio, Git, Perforce, Jira.