

Gabriel Simao

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[/gssimao](https://github.com/gssimao)

GabeSimao.com

Education and Training

Dakota State University | Madison, South Dakota

The Beacom College of Computer and Cyber Sciences

Double Major: B.S. Computer Science & Computer Game Design

2022

- President's Academic Honors List 2018-2022
 - 3+ years experience coordinating/Leading projects
 - 3+ years Programming Experience in C# and
 - 3+ years experience in Game Design
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Skills

- C# / C++, Java, Python
 - Agile, SCRUM, Waterfall
 - Game Systems Design
 - Trello, GitHub
 - Bilingual Portuguese and English
 - Adobe Suite Focus Photoshop/Illustrator
 - G Suite, Microsoft Office
 - Unity, Unreal Engine
 - Leadership and communication skills
 - Public Speaking
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Experience

Design Lead (Published Game: 3 O'clock Horror Steam Play Store)

08/2020 – 05/2021

- Led a team of 8 members in the development of a year long project
- Implement gameplay features to completion Using Agile Methodology
- Schedule, participate in group meetings, take important notes for review
- Translated user requirements into gameplay features
- Adapted, redesigned, and published the game for a mobile port

Computer Science and Game Design Tutor

08/2020 - 12/2021

Dakota State University | Madison, South Dakota

- Helped program, debug, and optimize code
- Clearly communicated examples that facilitate problem solving
- Developed abilities to: identify a problem, brainstorm different solutions, and implement them

Assistant Resident Director

12/2021 - Present

Dakota State University | Madison, South Dakota

- Honing strong interpersonal and organizational skills with the ability to empathize with others
 - Ability to manage a flexible schedule on-call shifts, evenings, and weekends
 - Knowledge in delegating and distributing tasks according to the team skill level and availability
 - Strong problem solving and time management skills, as well as the ability to work independently and with a team
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