Oliver Mason

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Portfolio: olivertmportfolio.com

Objective: Detail-oriented game developer seeking to leverage my problem-solving skills and programming knowledge to find problems and suggest solutions.

Education: University of California, Santa Cruz, *Sept 2019 - June 2024*

Degree: *Bachelors of Art:* Art & Design: Games and Playable Media

Classes: Foundations of Game Design, Game Design/Development Experience, Game Technologies, Vector Calculus

Skills: Unity, C#, Unreal Engine 5, C++, Version Control Systems, HTML, CSS, JavaScript

Experiences:

Sherman's Quest — *Unreal Engine Programmer*, 09/2024 - Present
● Utilizing Unreal Engine 5 to redevelop a passion project in a mock studio environment
● Developing systems for use across the game, proposing narrative ideas and mechanics

Game Development, UCSC, CA — *Unity Programmer*, 09/2022 - 06/2024
● Worked as a game developer, level designer, and programming lead on a number of projects
● Conducted and participated in a number of playtests with peers giving detailed feedback regarding issues with gameplay and proposing solutions

Mission St BBQ, Santa Cruz, CA — *Cashier/Busser/Dishwasher,* 08/2021 - 08/2022
● Filled various positions at a local restaurant as needed to ensure operations ran smoothly and guests had a positive dining experience
● Efficiently managed high volumes of orders during peak hours as part of a team

St. Anthony Pharmacy, El Segundo, CA — *Delivery Driver/Clerk,* 08/2020 - 12/2020
● Readied deliveries to ensure they were correct and complete
● Delivered orders, including prescriptions, to clients in a safe, timely manner
● Served customers as cashier, processing orders and taking payment
● Restocked inventory

Mobilize Solutions, Irvine, CA - *Data Systems Intern,* 05/2020 - 06/2021
● Member of the creative team of an advertising solutions company specializing in mobile camera monetization
● Worked with a proprietary system to assign metadata to images to build the search function within the application
● Created inspiration boards for the art team to use in developing new content

Northrop Grumman, El Segundo, CA - *High School Involvement Partnership (HIP) Intern*, 02/2019 - 05/2019
● Engineering Intern - worked with the FA18/F5/T38 post-production team
● Measured gauges, logged data, and created documentation for inclusion in an instruction manual