

[mason.gaw1@gmail.com](mailto:mason.gaw1@gmail.com)

Masongaw.com

(909)-644-9747

# Mason Gaw

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## EDUCATION

**Rochester Institute of Technology, Rochester, NY** – *Master's Degree*

August 2021 – May 2023

Program: Game Design and Development

**Whittier College, Whittier, CA** – *Bachelor's Degree*

September 2017 – May 2021

Major: Game Design and Storytelling

## SKILLS

I primarily specialize in Level Design, Narrative design and Quest design. Additionally I am fluent in Unity and C# as well as Unreal Engine and Blueprints Visual Scripting Language.

## EXPERIENCE

**Esri, Redlands** – *Software Development Intern*

May 2022 – Present

**City of Redlands, Redlands** – *IT Intern*

September 2019 – July 2021

## PROJECTS

**Operation Midnight Stripes, Senior Capstone Project:** Operation Midnight Stripes is a virtual Reality Escape room set in a world where Russia launched Nuclear weapons during the cold war, starting world war 3. After breaking into a Russian lab, you and your team are captured and must escape before the next set of nukes are launched. Battle your way through waves of enemies and solve puzzles to escape with your life!

**Farm Fresh Explosions:** Farm Fresh explosions is a 2D side scroller/top down game (switches between the two) game where the player plays as a farmer. While working harvesting their crops, they are abducted by aliens, along with their crops! The farmers' crops were genetically modified when they were abducted and now they are lethal weapons! Corn is a machine gun, tomatoes are bombs, eggplants are bazookas, and carrots are swords! The player must work their way through the alien spaceship in order to escape and get back to earth for harvesting!

**Finger Guns:** A virtual reality game originally made in Unity but has since begun the process of migrating into Unreal Engine to leverage UE's technologies and to gain experience using the engine. This game focuses on combat against enemy AI when the player must escape a prison after being locked up for making advanced weapons technology.

**HoodWink, Graduate Capstone:** An Action RPG game where the player plays as a stage magician antihero. Using their magical skills, the player can pick pocket people and commit other crimes such as robbing banks and breaking people out of prison. This game is being developed as a Master's Capstone Project at RIT.