

# Gavin Camlin

## Game Programmer

### Work History

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#### Unity Technologies | Framingham, MA

**Software Engineer** | Feb. 2020 – Present

Worked on a small team of 3 to create a service to help reduce toxicity in game voice communication. This service is actively being utilized in **Valorant**, **IMVU**, and **Back 4 Blood**.

- Developed a micro service to decode packet captures from opus into wav format.
- Load tested and optimized our stack to support up to 500k concurrent users.
- Worked to dockerize all the different Vivox services.
- Refactored sections of our monolithic voice service.

#### WB Games | Remote

**Engineer Contractor** | Feb. 2020 – June 2021

Developed a tool to help manage communities around various IPs in WB Game's portfolio.

- Developed a bot used in servers with upwards of 3,000+ users.

#### MassDiGI | Worcester, MA

**SIP Engineer Intern & Engineer Contractor** | Dec. 2018 – Dec. 2019

- Programmed our core gameplay loop to take Pediatric Case Studies and generate gameplay from them.
- Developed a mobile merge game over a 12-week period with a small group of 5 other developers

### Volunteer Work, Awards, and Education

#### Boston Indies Organizer

Planned and hosted various events within the Boston game dev community

#### International Game Development Association Becker Chapter VP

Developed a game jam with 200+ participants to inspire more interest in STEM.

#### Runner up in MassDiGI's Game Challenge

Pitched our action mobile Wicked Brew against 30 other teams

#### Bachelor: Game and Interactive Media Design

Becker College - Worcester, MA | Aug. 2016 – Dec. 2020

### Languages

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C#

C++

HLSL

Golang

Python

### Utilities

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Unity

GCP

Jenkins

AWS

Docker

### Contact

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#### Portfolio

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