**David G. Abraham**

Las Cruces, New Mexico | 575.805.1255| dgaart@gmail.com

**Experience  
Game Programmer/Designer** | **NMSU Media Productions 2011 – Present**

* Lead programmer on several high-profile USDA and NSF funded titles, including the award-winning Game Over Gopher and Ratio Rumble.
* Worked with educators and artists from a variety of institutions to design and develop games that met educational goals, satisfied client needs, and met accessibility standards.
* Designed and implemented game mechanics in a wide variety of game genres, including tower defense, platforming, card, and puzzle games.
* Programmed and published VR simulations for medical students on Meta Quest.
* Rebuilt old Flash games in Unity with updated features and control schemes.
* Worked under strict deadlines and minimal supervision on projects both large and small.

**Teacher’s Assistant** | **Northeastern University 2010 – 2011**

* Graded papers and assignments related to game design and the societal impact of games.
* Gained valuable insight from the creator of Titan Quest, Age of Empires, and other top titles.

**Tutor** | **DACC Adult Basic Education Center 2002 – 2004**

* Worked one-on-one and taught small classrooms with adults of all ages.

**Education  
N­ortheastern University** | **Boston, MA 2011**

*Master of Professional Studies, Game Design*

**New Mexico State University** | **Las Cruces, NM**  **2007**  
*Bachelor of Individualized Study, 3D Animation and Visual FX, GPA: 3.87*

**Doña Ana Community College** | **Las Cruces, NM 2005**

*Associate of Science, Graphic Design, GPA: 3.9*

**Skills**

**Programming: C#, JavaScript, Swift, XR, Phaser, VR**

**Software: Unity, Maya, Blender, Photoshop, Illustrator, After Effects**

* Firm understanding of game design principals.
* Experience programming both prototypes and published games in a variety of object-oriented languages.
* A team player with a strong willingness to learn and a passion for designing games.