Oliver Abate

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Devlog, reel, and code samples: https://www.oliverabate.com

Education

University of Washington
Bachelor of Arts in Linguistics, Expected Graduation: 2022

Technical Skills

Languages: C#, Java, Python, PyMel/MEL, HTML, CSS, Javascript, and SQL
Tools: Unity, Maya, Blender, GIMP, Linux, Git
Skills: Procedural generation, parallel compute shaders, CI/CD, Scrum & Agile methodologies

Professional Experience

UW Allen School of Computer Science Animation Capstone Teaching Assistant 2021-Present
- Instructed 17 students in animation production using Maya 2020
- Provided technical and creative expertise and support to animated production

UW Foster School of Business Lead Instructional Media Technician 2019-2021
- Monitored, edited, and processed classroom recordings and troubleshooted audio/visual problems
- Provided tech support for the first U.S. business school to move completely online due to COVID
- Promoted to lead technician in Jan 2021 to mentor and oversee team

Panopta Software Engineering Internship 2019
- Built automated acceptance testing using the Golem framework in Python 3
- Refactored tests to eliminate usage of XPaths, making significantly more robust and readable tests

Projects

UW Reality Lab Octopus Research Group http://arl.cs.washington.edu/ORG/
- Built realtime fluid simulation for a VR experience using C# and the Unity engine

"Eleanor" Animated Production http://arl.cs.washington.edu/films.html
- Created a 7 minute animated 3D short film with a highly interdisciplinary team of 11 other students
- Designed scripts to automate repetitive tasks in Maya and Premiere using Python, PyMel, and MEL
- Led VFX team to create procedural fish schools, underwater ink simulations
- Led Lighting & Rendering team to implement consistent lighting, troubleshoot and manage the renderfarm

Procedural Plant Generation
- Implemented 3D L-system in C# to generate natural and diverse plant models with minimal artistic labor
- Wrote GPU-accelerated HLSL procedural animation system to render realistic plant growth
- Experimented with various systems to respond to player and environmental feedback

High Noon https://helberon-publishing.itch.io/high-noon
- Designed, playtested, iterated, and released a tabletop roleplaying game to itch.io

Flywheel
- Recruited and organized a remote game development team ranging from Seattle to Turkey
- Assembled infrastructure to automatically perform builds and deploy over Discord
- Prototyped custom network synchronization solution to run a multiplayer game in Unity
- Experimented with rapid iteration daily feature builds, and shipped 21 releases over a month

Alchemelee https://store.steampowered.com/app/1206590/Alchemelee/
- Led a team of artists and developers to make a video game from ideation to marketing and release
- Designed, developed, and shipped a local multiplayer game using C# and the Unity engine

Trapsense https://github.com/Regoradin/Trapsense
- Designed and developed a complete roguelike game using C# and the Unity engine
- Created procedural generation algorithm to generate infinite content
- Modeled and animated environments, traps, and player models in Blender