GILEAD COSMAN

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San Diego, CA

Work Experience

Software developer on a cognitive modeling system (startup project)
August 2019 to March 2020
Developed a set of AI tools (patent pending) that predicts the formation and dynamics of social networks for marketing, leadership, and team building purposes. Managed a complex set of specifications and logic flows, and collaborated with the team on features and use cases.
https://youtu.be/fusE7ETLttA

Applications Programmer, RADlab
(UC San Diego, Power of Neuroscience and Gaming) October 2017 to April 2019
Designed and developed an eye-tracking game suite for preschoolers with autism spectrum disorder to train and focus their visual attention. Examples:
- *Ducky Dash*: players use gaze to control a duck and avoid crashing into walls.
- *Coloring Book:* players focus their eyes on certain sections to gradually color them in.

I also developed a game suite for older adults, including one using a balance board. While at this job, I made 5 games that are at the cutting edge of games for neuroscience.

Certifications

Unity Certified Programmer (March 2019)

Skills

C#, Unity, C++, JavaScript, Python, Java, PHP, HTML, CSS

Activities

Making Games With Movement Hackathon; First Place
UC San Diego, June 2017
Won *Best Overall Game Award.* Sponsored by the Temporal Dynamics of Learning Center.
I made a VR game with my artist friend called *Plunder Mouse*. The player had to survive in a kitchen sink on a boat made of cheese while fending off pirate mice on rafts and cats on floaties.
https://youtu.be/leqEcNM8OZk

Coding Projects

Burst My Heart - A MMO arena game where you simultaneously control a heart and a ninja star that are tethered together. You have to land your star in other players' hearts.
https://dawnbreaker-games.itch.io/burst-my-heart
Archer Game - SCRUM master, heads diverse team. Developed game from ground up including concept, features, structure, and design.

Ambitious Snake - https://dawnbreaker-games.itch.io/ambitious-snake
The Adventures of Kilroy Rankins - https://dawnbreaker-games.itch.io/the-adventures-of-kilroy-rankins
Pushbot - https://dawnbreaker-games.itch.io/pushbot

Education

California State University Channel Islands, Computer Science (2015-2016)
Data Structures and Program Design, Object-Oriented Programming, Foundations of Game Development, and Strategies of Game Design

High School Diploma
June 2015
The Winston School, Cumulative GPA 3.0