

GILBERT J. GONZALES

gilbertjgonzales@gmail.com

PROFILE

- **Bachelor of Science in Computer Science**
- **Bachelor of Science in Computer Information Systems**
- LANGUAGES - C++, C#, LUA, JavaScript, SQL
- GAME ENGINES: Unreal Engine, Call of Duty Engine
- PLATFORMS – Xbox 3/4, PlayStation 4/5, Window, Linux
- AAA TITLES: Call of Duty MW2, Vanguard, Warzone, Cold War, Black Ops III, WWII, AW
- SPECIALITIES: Performance Automation, Analysis, Analytics, Heatmaps and Stats Systems
- PORTFOLIO – <http://www.gilbertjgonzales.com>

WORK HISTORY

Senior Systems Engineer II, Lightspeed LA, Irvine, CA 2023-2026

Last Sentinel - Unreal Engine

- Part of the Performance Team utilizing Unreal Insights to identify and resolve bottlenecks within CPU, GPU and memory.
- Built a multithreaded custom stats monitoring system for CPU, GPU, memory and gameplay metrics that will populate heatmaps to track performance across builds and platforms. Built to extend to multiple Tencent game projects.
- Generalist extending Unreal Engine to better support large open world levels in areas of cinematics, Bink video, SNK emulation, performance automation, Unreal Engine integrations.

Senior Software Engineer, Digital Insight Games, Redwood City, CA 2022-2023

Cloud Castles - Unreal Engine

- Built a 3rd person Zelda Breath of the Wild style Camera System
- Built League of Legends inspired Ability/Combat System
- Setup 3D Networked Character Movement using Unreal Movement Component
- Added Animations using BlendSpaces and Montages
- Worked with replication setting up match start flow ensuring players/clients receive replicated game data before the match starts

Senior Core Engineer, Sledgehammer Games, Foster City, CA 2020-2022

Call of Duty Vanguard, Call of Duty MW2

- Worked with Engineering Directors on a performance analysis tool capturing real time and automated performance metrics of CPU, GPU and Physics collision costs displayed via heatmaps/metrics used across Sledgehammer Games, Infinity Ward and Treyarch
- Worked with Central Tech to improve build times using Activision's On Demand File System and Caching Servers of audio assets
- Worked with PHP team to support Activision's On Demand File System
- Identified a modular way to integrate higher level engine changes between Call of Duty games reducing game/studio specific content breakages

Senior UI Engineer/Manager, Sledgehammer Games, Foster City, CA 2018-2020
Call of Duty World War II, Call of Duty Cold War

- Responsible for UI performance and stability of HUD and menus
- Managed and mentored UI engineers to reduce LUA garbage collection, memory leaks and fix lingering strong references
- Worked on 2D UI drawn on 3D models for supply drops, in game maps and leaderboards
- Updated UI Editing Tool to better support Artists and Designers

UI Engineer, Sledgehammer Games, Foster City, CA 2014-2018
Call of Duty Advanced Warfare, Call of Duty Black Ops III

- Wrote C++ and LUA for aspects of UI
- Worked on single player and multiplayer pause menu, character customization, game setup, lobby, inventory, friends list, leaderboards, match summary, loading screens and weapon customization
- Setup menus to support video playback for animated backgrounds
- Wrote gameplay algorithms to boost XP earned based on equipment
- Created anti-cheat messaging system to inform players of violations
- Fix bugs within game scripting, commerce, player input, split-screen and UI render issues

Software Engineer, Qplay Inc., Cupertino, CA 2013-2014

- Java programmer at startup for Android video streaming app
- Programmed threaded algorithm fetching and playing sequence of videos
- Created asynchronous downloader for displaying thumbnails

Generalist Software Engineer, Linden Lab, San Francisco, CA 2012-2013

- Client engineer extending the metaverse, open source Second Life Viewer app
- Worked on in game chat client features including a 'Do Not Disturb' mode
- Added ability for Second Life to share virtual world content on Facebook

Associate Software Engineer, Sony, San Francisco, CA 2011-2012

- Shipped PlayStation Network Store used on PS3/PS4 to purchase games
- Wrote client code for fetching and displaying games and video content
- Programmed search feature, video player, menu navigation, and shopping cart

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, 2010

DigiPen Institute of Technology, Redmond, WA

- Major – Computer Science
- Minor – Math

BACHELOR OF SCIENCE IN COMPUTER INFORMATION SYSTEMS, 2005

DeVry University, Fremont, CA

CONTACT

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