

Gabriel Vasile

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SUMMARY

Senior software engineer with 21 years building production software — 20 in casino gaming, 15 in game development, and 25+ shipped slot titles across IGT and SciPlay. Deep C# and Unity3D experience owning gameplay features end to end, from design and math specification through animation, timing, audio, and release.

TECHNICAL SKILLS

Languages: C#, C++, LUA, SQL, JavaScript

Game Development: Unity / Unity3D, animation state machines, timing and sequencing, audio synchronization, slot math integration

AI-Assisted Development: Claude Code, GitHub Copilot, prompt structure, MCP-connected tooling, local RAG

Tools: JetBrains Rider, Visual Studio, Git, Perforce, JIRA, Agile / Scrum

EXPERIENCE

Senior Software Engineer · SciPlay (Light & Wonder)

March 2021 – August 2026

- **Owned a Hold & Spin mega feature end to end** — the studio's most complex feature type, coordinating dozens of timing states, symbol interactions, and cross-system dependencies. First time owning one from scratch; delivered on estimate.
- **Built a headline feature from the ground up** — 30+ coordinated animated elements, dynamic math tables, overlapping animation states, clean skip handling, and synchronized audio and timing, plus a polished demo mode for stakeholder review.
- **Delivered Monster Jackpots: Frankenstein under a contractual deadline** on a brand-new platform, while platform capabilities were still being developed underneath the game.
- **Took over another engineer's in-flight work mid-sprint**, in an unfamiliar codebase with existing bugs and a fixed deadline, implementing a multi-step anticipation animation with symbol overlays, custom draw behavior, and frame-precise timing. Recognized by an Advanced Engineer for the turnaround.
- **Adopted Claude Code and GitHub Copilot into daily production workflow (2026)** — refining prompt structure for a codebase with heavy internal convention, and working within MCP-connected tooling and a local RAG index over internal documentation.

Self-Directed Study — Full-Stack Web Development

June 2020 – March 2021

- **Taught myself modern web development following a 2020 layoff** — JavaScript and React, Node.js with Express and PostgreSQL. Built a full-stack image-recognition application and a React portfolio site. Certified by Zero To Mastery Academy, October 2020.

Software Engineer, Game Development · IGT

April 2011 – June 2020

- **Designed and built a reusable C# / Unity3D template** for rapid proof-of-concept slot math prototypes, reducing time-to-delivery by 25% and giving designers and mathematicians a faster loop for testing ideas before production.
- **Developed production slot gaming software** in C# and Unity3D, and contributed to the studio's migration from a C++ and LUA on QNX platform.
- **Worked daily with game designers, mathematicians**, sound engineers, artists, and technical artists; contributed improvements to in-house systems and APIs.

Software Engineer, Product Assurance · IGT

April 2006 – April 2011

- **Hired as a game tester** — testing stepper and video slot software full time and verifying math implementations against specification, then progressed into building the C# and VBA test tooling the team relied on.

Software Engineer · Vital Systems

March 2005 – March 2006

- **Built and maintained an in-house ERP system in VBA, MS Access, and SQL Server**, and led a team operating automated optical inspection for surface-mount PCB verification.

SELECTED SHIPPED TITLES

25+ titles shipped across IGT and SciPlay, released in SciPlay's Jackpot Party and Gold Fish Casino. Monster Jackpots: Frankenstein and Monster Jackpots: Dracula, social adaptations of Light & Wonder cabinet titles rebuilt from scratch in-house; and Lyra's Lunar Loot, an original title built around a mechanic new to the studio, delivered ahead of schedule.

EDUCATION & CERTIFICATIONS

B.S. Computer Engineering · University of California, Santa Cruz

1999 – 2004

- **Unity Certified User: Programmer** — Unity Technologies, December 2025
- **The Complete Web Developer** — Zero To Mastery Academy, October 2020