

FRANK CASHIO

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GAME DEVELOPMENT

Game developer and software engineer with 20+ years of software development experience and three shipped Unreal Engine titles with 500+ plays on itch.io. Ships complete games, builds dynamic AI and gameplay systems, and creates production-ready 3D assets from modeling through animation. Experienced with Unreal Engine, Unity, C++, C#, Blender, and Substance Painter.

TECHNICAL SKILLS

Game Development: Unreal Engine 4/5, Blueprints, Unity, gameplay programming, AI behavior systems, rapid prototyping

Programming: C++, C#, TypeScript, JavaScript, Python, Go, C, Java

3D Content: Blender, Substance Painter, modeling, texturing, rigging, skinning, animation

Additional: Git, Linux, React, Next.js, GCP, Docker

SELECTED GAMES

Meaty's Mortuary (xannihil4ti0nx.itch.io/meatys-mortuary)

Unreal Engine 4 | 2019

- Shipped a complete horror game featuring dynamic AI and environmental interactions
- Developed gameplay mechanics, including an interactive generator system
- Built immersive 3D environments and created a fully skinned, rigged, and animated character

Shotgun Santa (xannihil4ti0nx.itch.io/shotgun-santa)

Unreal Engine 4 | 2019 Game Jam

- Designed and delivered a complete playable game within 24 hours
- Created three game-ready characters in Blender, including modeling, skinning, rigging, and animation
- Textured characters in Substance Painter and implemented core gameplay mechanics

The Megalodon (xannihil4ti0nx.itch.io/the-megaladon)

Unreal Engine 4 | 2019 Game Jam

- Built a complete underwater survival horror game within 24 hours
- Implemented an AI-controlled predator with hunting behavior that responds to player actions
- Designed an underwater cave environment focused on atmosphere and tension

PROFESSIONAL EXPERIENCE

Software Engineer & Systems Administrator | Atipa Technologies

Lawrence, KS | Apr 2025–Oct 2026

Promoted from Junior Linux Systems Administrator to Software Engineer within four months

- Built and maintained an enterprise application using Next.js, TypeScript, MongoDB, and FedEx APIs
- Developed Bash and Redfish automation that cut per-node BIOS configuration from about 10 minutes to under one minute
- Administered 200+ Linux cluster nodes and 100+ workstations as the primary Linux and HPC owner on a three-person team
- Configured and supported HPC systems delivered to customers including NASA JPL, Beyond New Horizons (AEDC), PNNL, Jefferson Lab, and the University of Chicago

EDUCATION

University of Kansas | Coursework in Computer Science and Physics