Gavin Phillips

972-971-7499 | College Station, Texas, 77801 | gavinlphillips2003@gmail.com

WORK EXPERIENCE

The Studio at Texas A&M
June 2022 - Present
- Work with clients to record and edit multimedia projects
- Perform troubleshooting on critical equipment
- Occasionally performed tours and presentations of our equipment and resources

EDUCATION

Texas A&M University, College Station, Texas
Graduating December 2025
- Bachelor of Science in Geographic Information Science and Technology
- Minor in Business

TECHNICAL SKILLS

Advanced knowledge of C#, JavaScript, and Python programming language
Also Familiar with Adobe Premiere, Audacity, Microsoft Office, and Windows OS

LEADERSHIP

Texas Aggie Game Developers
Member, August 2021 – August 2023
- Developed with team to design a small-scale video game over a semester
- Further refined programming knowledge
- Coordinated a team to properly divide work to better suit strengths
- Searched to find a unique delivery of preset theme

Internal Development, August 2023 – August 2025
- Act as the lead of TAGD's premiere event, the Semester Game Jam
- Organize teams and set up the signup process for entering
- Handle the presentations of each team's progress
- Create a fun and inclusive atmosphere in which people can ask for help to make games

PROJECTS

Future/Now Pow Pow!, October 2024
- Contracted by JH Artist and GnarGiant (Joe Kazer) to produce a promotional game for their interactive art exhibit Future/Now
- Created the game in roughly 3 weeks
- Used the Godot Engine to create a multiplayer party game that distributed discount codes to players of the game

I Can Beat You With My Eyes Closed, August 2022 – December 2022
- Used the Unity Engine to create a video game for TAGD's Fall 2022 Game Jam
- Currently porting the game to the Godot Engine
- Acted as lead programmer and co-lead designer for the game, focusing on programming player interaction and enemy AI.
- Won the 1st place, Best in Design, Best in Art, Best in Sound, and Crowd Favorite awards.

Camp Cryptid, January 2023 – May 2023
- Used the Unity Engine to create a video game for TAGD's Spring 2023 Game Jam
- Acted as lead programmer and a designer for the game, focusing on programming player interaction and enemy AI.
- Won the Best in Art awards.