Gavin Kerrigan

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gavinakerrigan.github.io/portfolio

Passionate and driven developer with expertise in designing and building engaging games and websites. Dedicated to creating user-focused designs and programs that enhance the user experience. Seeking an entry-level position to apply coding and design skills within a collaborative team environment. Available to start immediately.

- Frontend: HTML, CSS, JavaScript, React
- Game and Level Design
- Proficiency in Industry-Standard Game Engines
- Agile Development Methodology
- Backend: C++, C#, Python
- Wireframing and Website Design
- Version Control
- Familiarity with AI-assisted Programming

Education

B.S. Game Design & Development, Rochester Institute of Technology, May 2025

Experience

Data Specialist, Equifax | July 2025 - Present
A meticulous role focused on managing unemployment documentation and database organization for Paychex clients
- Managed client unemployment documentation and database organization, improving data accessibility and operational efficiency by systematically arranging highly sensitive client information
- Created and maintained a comprehensive playbook and onboarding materials, standardizing and documenting complex tasks for team use and personal reference
- Ensured secure document handling by sorting, labeling, and uploading unemployment documents to secure digital folders for printing
- Tools: **Database, Google Workspace**

Developer (Intern), Changeling VR | Jan 2025 - Apr 2025
Contributed to the early access release of a VR game, focusing on bug fixes and feature implementation
- Optimized game performance and stability by fixing various immersion and game-breaking bugs across multiple levels
- Implemented new features and modified existing assets to enhance player immersion and improve the overall game experience
- Delivered timely fixes and updates in line with project deadlines, ensuring a smooth development pipeline
- Tools: **Unreal Engine 4, Unreal Engine Blueprints**

Developer (Intern), Changeling VR | May 2024 - Aug 2024
Led the comprehensive redesign and implementation of a core game level to improve the player experience
- Redesigned the tutorial level to enhance player engagement by minimizing extraneous movement and resequencing narrative elements
- Resolved critical level flow issues and integrated additional interactive objects based on feedback from playtests
- Iterated on level design and features based on feedback from internal and external playtests, ensuring a polished final product
- Tools: **Unreal Engine 4, Unreal Engine Blueprints**