Gavin Kerrigan

848-205-6969 · gavinkerr1008@gmail.com · Rochester, NY
linkedin.com/in/gavin-a-kerrigan
gavinakerrigan.github.io/portfolio

I design and develop engaging games and websites, leveraging my programming expertise and passion for creating compelling user experiences. I am dedicated to crafting user-friendly and focused designs and programs. Seeking an entry-level position where I can contribute my coding and design skills within a collaborative team environment. I am available starting May 2025. Strengths in:

- Frontend and Backend Development
- Proficiency in Industry-Standard Game Engines
- Agile Development Methodology
- Game and Level Design
- Wireframing and Website Design
- Analog Game Design and Development

Education

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

Relevant Experience

Developer (Intern), Changeling VR, Spring 2025
I am currently contributing to the final stages of development for the Early Access release, tentatively scheduled for the conclusion of my internship.
- Fixing various immersion breaking bugs throughout completed levels

Tools: Unreal Engine 4, Unreal Engine Blueprints

Developer (Intern), Changeling VR, Summer 2024
I spearheaded the redesign of the tutorial level, addressing and resolving all issues to ensure its successful implementation.
- Redesigned the level to enhance player engagement by minimizing extraneous movement and resequencing narrative elements for improved cohesion
- Developed and modified various Unreal Engine Sequences
- Resolved multiple bugs that disrupted level flow
- Integrated additional interactive objects for player engagement in VR
- Iterated on features based on feedback from external and internal playtests

Tools: Unreal Engine 4, Unreal Engine Blueprints

Professional Experience

Notetaker, Rochester Institute of Technology, Fall 2022 - Spring 2024
Provide academic support for National Technical Institute for the Deaf (NTID) students
- Took clear and detailed notes in courses such as Discrete Math, Calculus A, Civil War America, and American Film of the Studio Era

Tools: Microsoft Office Suite, Google Workspace