GAVIN KERRIGAN

Game & Website | Design & Development

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🔗 https://gavinakerrigan.github.io/portfolio/   📍 Rochester, NY

SUMMARY

I leverage my strong foundation in programming languages and passion for creating engaging experiences to develop a variety of projects. Seeking an entry-level position where I can apply my coding and design skills within a collaborative team.

EXPERIENCE

Developer, Intern   01/2025 - 04/2025
Changeling VR   Remote

Gameplay Developer, Intern   05/2024 - 08/2024
Changeling VR   Remote

- Collaboratively designed and revamped the Mind Palace level within the Unreal Engine game development environment.
- Utilized Blueprints and the Unreal Engine editor to implement game logic and level architecture.
- Enhanced the immersive Virtual Reality (VR) experience within the game Changeling through innovative level design and implementation.
- Incorporated dynamic interactivity elements to enhance player engagement and immersion within the Mind Palace level.

PROJECTS

Quest of the Hero's Tomb   11/2022 - 12/2022

Web-based game featuring four unique dungeon-crawling quests. Players must navigate each level, avoiding enemies that only react to player movement. I was solely responsible for the game's development, from designing the menu and levels to creating all art and coding the entire game in JavaScript using DOM and PIXI.js.
🔗 https://people.rit.edu/gak6718/235/project3/adventure.html

HOOKED!   06/2023

Unity game developed for the 2023 GMTK Game Jam, requires players to guide a fish through an obstacle course, evading enemies and collecting food for survival. As a team member, I spearheaded the development of sophisticated AI for both enemies and the player-controlled fish, employing OOP principles and C#. I also contributed to the game's concept, ensuring adherence to the "Roles Reversed" theme.

Infinite Labyrinth   09/2020 - 03/2021

Godot-based roguelike, features randomly generated dungeons and challenging boss encounters. I contributed to this award-winning (2nd place, TSA 2021) team project by designing levels, documenting progress, and leading the initial concept. Post-competition, I continued to refine the game by addressing bugs and balancing gameplay.
🔗 https://github.com/jcampbell11245/InfiniteLabyrinth/releases/tag/v1.0.13

SKILLS

C#, C++, JavaScript, TypeScript, Python, HTML, CSS, React, XML

Unity, Godot, Unreal, Visual Studio Code, Visual Studio 2022 & 2019

Microsoft Office Suite, Git, Perforce

EDUCATION

Bachelor's of Science in Game Design and Development

Rochester Institute of Technology

08/2021 - 05/2025
Rochester, New York

CERTIFICATION

NOCTI Web Design Certification

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   GavinAKerrigan