

# Gavin Blaylock

(315) 382-4836 | [gdb9030@rit.edu](mailto:gdb9030@rit.edu)

## **OBJECTIVE:**

Seeking a Co-Op/Internship in Game Design and Development using strong programming skills in C# and/or C++ for the summer of 2023.

## **EDUCATION:**

**Rochester Institute of Technology (RIT), Rochester, NY**

Expected May 2025

*Bachelor of Science, Game Design and Development*

**GPA: 3.3**

Dean's List: Fall 2021

*Related Courses:* Computational Problem Solving I (C++), Interactive Media Development (C#, Unity), Intro to Game Web Tech (HTML, CSS, JavaScript), 3D Animation and Asset Production (Maya)

## **SKILLS:**

**Programming Languages:** C++, C#, Java, JavaScript, HTML, CSS

**Tools:** Visual Studio 2022, Visual Studio Code, Unity, Maya, Unreal Engine 5

## **PROJECTS:**

**Castle Quest (Academic Project)**

January 2022 - May 2022

- Created a side scrolling adventure game in Visual Studio (C#) with a team of 4
- Implemented the general physics and gameplay mechanics including projectiles, collision, movement and gravity, and enemy patterns.
- Used Trello to divide and keep track of tasks.

## **WORK EXPERIENCE:**

**Wegmans Food Markets, Inc.**

June 2020 - August 2021

*Cashier and Helping Hands*

Syracuse, NY

- Provided high quality customer service and assisted customers get the best out of the store, worked with team to ensure customer satisfaction.
- Guaranteed that customers were able to complete their purchases in a timely manner by ensuring all frontend tasks were completed and consistent.

**Mickey's Balloons**

January 2018 - June 2020

*Assistant to Manager*

Syracuse, NY

- Assisted with the construction, setup, and breakdown of decorative sculptures and structures.
- Worked with customers to determine their needs and desires for their custom pieces as well as aided in the scheduling of setups and deliveries for events.