

Gavin Tafoya

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Education

B.S. Games, Interactive Media and Mobile Technologies, (Expected 2027)

Minor in Computer Science

Boise State University - Boise, ID

Experience

University Major Projects (2023 - Present) - Boise, ID

- Structured data visualization using React.js based on the video game *Uncharted*
- Formulated interactive comic on the topic of Quantum Entanglement using Unity
- Used Leap Motion to create a hand tracking controller for a tower defense game

Mathnausim - Instructor (2023 - 2024) - Meridian, ID

- Performed Socratic Questioning and Direct Teaching to fit learning styles
- Employed Team Teaching strategies to ensure help to every student
- Worked on simple cleaning tasks to keep the center presentable for guests

Buccaneers From Beyond - Main Developer (2023) - Boise, ID

- Completed game in Unity for SkillsUSA National Interactive Application and Game Development Competition
- Programmed Galaga-like gameplay loop using C#
- Crafted low-resolution pixel art animations using Aseprite

GimmWorks - Junior Development Team Intern (2022) - Boise, ID

- Created a snake-like game using Java
- Developed a smart chair using Arduino and Tinkercad
- Assisted Senior Team in designing application pages using React.js

Service

Awana - Cubbies Leader and Sanctuary Prepper (2017 - Present) - Boise, ID

Shiloh Bible Camp - Summer Missionary and Cabin Leader (2021 - 2025)- Donnelly, ID