

# Gavin Baxter

Email: [gav.bax@gmail.com](mailto:gav.bax@gmail.com) | Phone: 916-420-6376 | Sacramento, CA 95831

LinkedIn: [gavinbaxter99](#) | Github: [gavbax99](#) | Website: [UCDPortfolio](#)

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## SUMMARY

Creating beautiful, efficient, and effective digital products. Natural leader that guides the team to a shared objective. Over two years Graphic Design experience with a Full Stack Web Development certificate from UC Davis. Fiercely competitive; Problem solver extraordinaire.

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## EDUCATION

UC Davis, Sacramento, California – Full Stack Web Development Bootcamp

Nov 2018

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## TECHNICAL SKILLS

- |               |             |                   |                     |
|---------------|-------------|-------------------|---------------------|
| • HTML/CSS/JS | • WordPress | • Heroku          | • Handlebars        |
| • ReactJS     | • MySQL     | • NodeJS          | • Git               |
| • Redux       | • Firebase  | • Adobe PhotoShop | • Adobe Illustrator |

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## PROJECTS

**Ignite - 2019 Events** | Deployed: [Dallas-Ignite](#) | Client: [EGIA](#) | Dec 2018

Contractor

Built as a template for event registration in three cities, my client needed a clean implementation of their vision. Hosted by WordPress with WooCommerce integration.

- HTML | CSS | JS | WordPress | WooCommerce

**Ultimate Luchador** | GitHub: [Ultimate-Luchador](#) | Deployed: [Ultimate-Luchador](#) | Nov 2018 **Project Manager**

Self-designed full stack Luchador PvP game with a focus on mobile playability. Become the most famous Luchador by beating other players with a similar Fame level. View the GitHub page for a comprehensive breakdown.

- ReactJS | Redux | HTML | CSS | JS | NodeJS | MySQL | Firebase | Heroku

**PlayAroundMTG** | GitHub: [PlayAroundMTG](#) | Deployed: [PlayAroundMTG](#) | Sept 2018

Creator

In a game of Magic: the Gathering it's crucial to imagine what cards the opponent may have in their hand. With this web app the user can input the opponent's resources for which all possible cards they can afford are displayed.

- Built to be easily updated with each new set release
- HTML | CSS | JS | jQuery | Magic: The Gathering API

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## EXPERIENCE

**Game Balance Specialist Team Lead** | E.A. Capital Games | Sacramento, CA

2015-2016

Ensure game design is well balanced from a player's perspective for the top grossing E.A. mobile game Star Wars: Galaxy of Heroes. Edit XML code to update character stats and design. Manage the Game Balance Specialist team, prioritize work, and present findings to department leads; build a successful team in an experimental setting.

*Key Accomplishments:*

- First person hired for an 'experimental' role that is now considered integral to the game's success