



GAVIN SCHMIDT

About

Currently a senior at the University of Central Florida, majoring in Digital Media with a track in Game Design and minoring in Computer Science. Driven by a deep passion for games and game design, with a fascination for the creative process of developing immersive and engaging gaming experiences. Dedicated to mastering the technical and artistic aspects of game design, from coding and programming to storytelling and visual design. Education at UCF has provided a solid foundation in these areas, preparing to contribute innovatively to the gaming industry.

Education

Bachelor of Arts in Digital Media – Game Design

University of Central Florida
Expected Graduation: 2026

Minor in Computer Science

University of Central Florida
2021 - 2023

Skills

- Strong passion for game design and development
- Extensive experience in customer service, enhancing user experience
- Proficient in both independent and collaborative team-based work
- Exceptional attention to detail in design and implementation
- Advanced troubleshooting and problem-solving abilities

Experience

Editorial Intern (Temporary) Neolth

February 2023 - April 2023

- Conducted research and wrote articles on assigned topics
- Led discussions on mental health
- Met strict deadlines
- Collaborated with team members to achieve goals

Specialty Sales Associate (Technology) Target, Vero Beach, FL

May 2022 - August 2022

- Addressed customer inquiries and provided solutions
- Troubleshoot and resolved issues with electronic devices
- Operated effectively under high-pressure situations
- Maintained confidentiality regarding upcoming product releases

Classroom Support AV Technician (Temporary) UCF Office of Instructional Resources, Orlando, FL

February 2022 - May 2022

- Serviced and resolved issues with audiovisual technology
- Instructed faculty on the effective use of available services
- Collaborated with team members to troubleshoot and solve problems
- Created detailed reports on resolved issues