Gavin Schmidt

Gameplay Programmer
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Experience

Head or Tails Studio   *August 2025–*
Lead Gameplay and Systems Programmer
- Create theoretical code and systems that are then implemented by team
- Document and implement complex program systems

Mythical Die Studio   *August 2025 –*
Sole Programmer / Mechanics Lead
- Design systems and mechanisms in C++
- Create detailed documentation and assist team in using systems made

Limbitless Solutions LLC   *May 2025 – July 2025*
Assistant Scholar
- Collaborated with large to brainstorm and create training video games in Unreal
- Listened to feedback from the "Bionic Kids" and peers to improve the product

Education

University of Central Florida   *August 2021-May 2026*
Major in Digital Media, Minor in Computer Science
- Specialized in Game Design Coding

Skills

Programming Languages: C++, C#, Java, JavaScript, HTML, CSS, Git, MIPS, Unreal Blueprints, .NET	**Game Engines:** Unity Engine 5/6, Unreal Engine 5
Game-Making Tools: Maya, Substance Painter, ZBrush, Fusion 360, GitHub, Visual Studio, VS Code, MARS, WebGL, Figma	**Additional Skills:** Office 365, G-Suite, Adobe Creative Suite, Musescore Studio 4, Jira, Google Analytics

Projects

Reconnection *2026* **Studio:** Mythical Die **Language/Engine:** C++/Unreal Engine 6 **Description:** "Reconnection" is a story-driven game focusing around three main mechanics (TBS Fighting, Top-Down Exploration, and Choice-Based Dialogue)	**Fearosis** *2025* **Studio:** Head or Tails **Language/Engine:** C#/Unity Engine 5 **Description:** "Fearosis" is a system-focused game with gameplay focusing on optimization of point values in a civilization simulation.
Creature Circus *2025* **Roles:** Sole Programmer / Mechanics Engineer **Language/Engine:** C#/Unity Engine 5	**Illumen Horizons LLC** *2025* **Roles:** Game Designer, Composer, Sole Programmer **Language/Engine:** C#/Unity Engine 5