Gavin Schmidt

Gameplay Programmer

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Experience

Limbitless Solutions LLC   *May 2025–*
Assistant Scholar
- Collaborated with large to brainstorm and create video games
- Troubleshot and worked to enhance user experience
- Listened to feedback from consumers and peers to improve the product
- Worked independently to see my ideas become reality

UCF Office of Instructional Resources   *February 2022–May 2022*
Classroom Support AV Technician (Temporary)
- Serviced and resolved issues with audiovisual technology
- Instructed faculty on the effective use of available services and software
- Collaborated with a team of 20 to troubleshoot and solve problems
- Created detailed reports on resolved issues

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, HTML, CSS, Git, MIPS, Unreal Blueprints
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
Additional Skills: Office 365, G-Suite, Photoshop, Premiere Pro, Musescore Studio 4, Jira

Projects

Creature Circus (Keyboard and Mouse / Controller) *2025*
Roles: Co-Designer, Programmer, Composer, SFX Engineer, Project Lead, Cheetah Level Co-Designer, AI
Language/Engine: C#/Unity Engine 5
Description: "Creature Circus" is a 3D platformer that I collaborated with 8 others to create. I wrote all of the code and I was the Producer, showcasing my knowledge and leadership in game making.

Illumen Horizons LLC (PC) *2025*
Roles: Game Designer, Artist, Composer, Programmer, Animator, Particle Artist, AI Specialist
Language/Engine: C#/Unity Engine 5
Description: "Illumen Horizons LLC" is a first-person horror survival game, where the enemy has randomized behavior on each load. All the code in this game was written by me, showcasing my technical know-how and expertise working with NPC behavior.