

Gavin Schmidt

Gameplay Programmer

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Experience

Target

May 2022– August 2022

Specialty Sales Associate

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

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

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

Projects

Go Stumpy! (PC) 2025

Roles: Co-Designer, Programmer, Composer, Project Lead, UI Co-Designer, Animator, Level Co-Designer

Language/Engine: C#/Unity Engine 5

Description: "Go Stumpy" is a 2D platformer that I collaborated with four others to create. All the code in this game was written by me, showcasing my extensive expertise in Unity C# development.

BLAST SPACE (PC) 2025

Roles: Game Designer, Artist, Composer, Programmer

Language/Engine: C#/Unity Engine 5

Description: "Blast Space" is a 2D minigame where you must beat a high score. This was a solo project showcasing my mastery of 2D Unity functionality and development.