Gavin M. DeWitt

32 Groff Road
Horseheads, NY 14845
(607) 425-7575
gmd3659@rit.edu

OBJECTIVE

Seeking co-op in the field of a game design and development to learn and develop skills, available May - August 2020.

EDUCATION

Bachelor of Science, Game Design and Development
Rochester Institute of Technology, Rochester, NY, expected May 2021
Minor: Math

COMPUTER SKILLS

Languages: C#, C++, HTML/CSS, JavaScript
Software: Visual Studios, Photoshop CC, Unity, Maya, Git, Node.js, React.js, Heroku

EXPERIENCE

Kitchen Staff   Summer 2019
Corning Museum of Glass, Corning, NY
- Learned to cook and prepare food for museum patrons as well as events.
- Gained experience delivering quality customer service to patrons on a daily basis.

Mover Helper   Summer 2018
Dimon and Bacorn Moving Company, Elmira, NY
- Learned how to properly pack and store assets onto moving trucks.
- Collaborated in groups to move assets as efficiently and safely as possible.

Tennis Instructor   Summers 2015-2017
Greater Elmira Tennis Association, Elmira, NY
- Worked in a team of four instructors to teach children ages six to fourteen the basics of tennis.

PROJECTS

Super Tank Game Deluxe   Spring 2020
- Collaborated in a team of five to create a casual web based game using Unity WebGL.
- Primarily in charge of writing C# scripts for bullet movement, collisions, and ricochets.

Pogo Peril   Spring 2020
- Created a mobile game using Unity with a small team.
- Was a co-programmer to enable a player character to bounce off of user drawn lines using raycasts and 2D physics.

Take The Bait   Spring 2018
- Worked in a team of two to create a game using Monogame coded in C#.
- Was a co-programmer and co-designer of the project.

A* Maze Solving Algorithm   Spring 2019
- Worked in a team of two to write a DLL in C++ that could solve mazes in the fastest method possible.