Gavin M. Keirstead

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OBJECTIVE: Looking for a paid internship or co-op position in game design, programming, level creation, scripting or quality assurance. Available after May 2016

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, New York
BS Game Design and Development, expected 2018 | **GPA**: 3.83

Awards/Honors/Volunteer Work:
- AP Scholar with Honors
- RIT Achievement Scholarship
- Volunteering for Help Feed The Children Foundation
- Fundraising for the Solid Organ Transplant Program at the University of Rochester Medical Center

Relevant/Pending Courses:
- Data Structures and Algorithms: C, OpenGL, and mostly C++ programming in Visual Studio
- 3D Animation and Asset Production: 3D Animation and Modeling using Maya
- Math Of Graphical Simulation: Linear Algebra using Matrices and Vectors

PROJECTS:

Unanimous Overkill: Worked with three members on a 2D Isometric platformer using Monogame. Feb. - June 2015
- Designed features of game, AI Programming, and General Programming on the game loop and collision detection.
- Worked on miscellaneous tasks such as various obstacles and developed graphics/pictures.
- Managed the look and feel of the game for the project to direct what the game should feel like as you play it.

Unity 3D Environment: Worked with three members to create an environment in Unity using models made in Maya. Nov. -Dec. 2015
- Modeled 3 objects, one of them animated
- Sculpted full landscape in Unity
- Scripted interactable parts of environment(underwater fog, a door, etc.) in C#

SKILLS:

Software: Unity 3D, Unreal Engine 4, Microsoft Visual Studio, JCreator, Processing, Maya, Perforce Photoshop, Creation Kit
Languages: C#, Java, Processing, C++, HTML 5, CSS, VB.NET

EXPERIENCE:

Hilton High School, Rochester, New York
Clerical Aid   Sept. 2013-June. 2014
Assisted AP Computer Science teacher to teach students how to problem solve, process algorithmically and code in Java for the AP Computer Science exam.

LEADERSHIP / ACTIVITIES / AFFILIATIONS:

Student Clubs: Electronic Gaming Society(EGS)

INTERESTS: Researching computer hardware and accessories, creating custom world for Dungeons and Dragons campaign as Dungeon Master, Rubik's cube

Favorite Games: Elder Scrolls 3-5, Fallout 4, Baldur's Gate: Dark Alliance, The Witcher 3, Rocksmith 2014, Borderlands 2, Counter Strike: Global Offensive, Warframe, Rogue