Gavin M. Keirstead

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OBJECTIVE:

Looking for a position that will make use of my computing background in game, web, app, and software development.

SKILLS:

Languages and Frameworks:
> **Proficient**: Processing, C#, Java, C++, HTML 5, CSS, JavaScript, DirectX, UE4 Blueprint
> **Familiar**: JQuery, OpenGL, Bootstrap, VB.net

Software:
> **Proficient**: Unity 3D, Unreal Engine 4, Microsoft Visual Studio, Version Control, Maya, Photoshop
> **Familiar**: 3D Coat

PROJECTS:

8128: A Perfect: Working in an eight-member group to develop a startup JRPG inspired psychedelic adventure game in Unreal Engine 4 with Blueprint scripts. May 2017-Aug 2017

- One of three gameplay programmers
- Scripting many mechanics. Examples include: the level streaming system, checkpoint system and the bullet hell mechanic
- Collaborating and communicating with teammates, both technical and creative
- Large amount of finding and fixing bugs and errors

Custom DirectX Engine: Worked in a group of four people using C++ and HLSL. Designed a small game to demonstrate custom 3D rendered graphics and custom shaders

- C++ code base to communicate with the API
- HLSL used to communicate with DirectX to render visual effects
- Custom screen space volumetric lighting shader utilizing the stencil buffer

Unanimous Overkill: Worked in a four-member group on a platformer using Monogame and C#. Spring 2015

- AI Programming, and General Programming on the game loop and collision detection. Designing features of the game
- C# used to create UI elements, parts of the character controller, and core elements of the game like health, jumping, attacking, and interaction with the environment
- Managing the look and feel of the game for the project to direct what the game should feel like as you play it.

EXPERIENCE:

Gameplay and Environment Programmer

MAGIC Center at RIT, Rochester, New York   May 2017-Aug 2017
> Blueprint Scripting using Unreal Engine 4 to create gameplay mechanics and features for the game

Software Engineer Intern

Optipro Systems, LLC Ontario, New York   August 2017-December 2017
> Provide engineering test, analysis, and documentation support with software engineers.

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, New York
BS Game Design and Development, Summa Cum Laude 2018 | **GPA**: 3.87 | RIT Achievement Scholarship
Phi Kappa Phi Honor Society Member | Dean's list recipient for 8 semesters

Relevant/Pending Courses:

- Data Structures and Algorithms II: OpenGL, and C++ programming in Visual Studio
- Foundation of Game Graphics Programming: Game engine creation, advanced API usage
- Rich Media Web App Dev: Development of MRIAs, exploring frameworks, data and information