



GAVIN GEFFROS

ANIMATION \ COMPUTER SCIENCE \ GAME DEVELOPMENT

Contact

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SKILLS

Adobe Suite, Photoshop, Premier Pro	Scheduling
Unreal, Unity, GMS2	Budgeting
Autodesk Maya, Fusion 360, Blender	Leadership
C#, Python, Java, GML, HTML,	Communication and Cooperation
ORACLE, SQL	Team Player
Microsoft Office	Patience
Substance Painter	Proactive and Adaptive
LED Wall /MoSys	Problem Solver
	Open to Criticism
	Positive worker

English: Native Speaker

Spanish: Conversational

Japanese: Learning

Working on Obtaining Canadian Passport

EDUCATION

- Dean's List Student: Chapman University, Orange, CA
- BFA 3D Animation and VFX, Minor Game Development Programming (Spring 2025)
- Coursera: Google Data Analytics Professional (2024)

Other Experiences

Lauren Faust Mentorship Program

Lightbox Attendant (2022, 2023)

Chapman Swim & Dive 2021 -

2023 CAVESA: 2021-Present

PERSONAL SUMMARY

I am a rising senior Animation and Visual Effects student at Chapman University, minoring in game development programming. I have skills in Maya Animation, Blender, Storyboard Pro, Unity Game Development, and more. My goal is to apply my skills developed during university in an industry setting to gain work experience before entering the

PROFESSIONAL EXPERIENCE

Sole Proprietor: Vintro Studios: Boise ID (2018-Current)

- Designer, creator, and manager of my own website and branding to help promote and showcase projects and professional development.
- Launched Blickel™ on the Steam Marketplace Spring of 2023.
- Released first 3D animated short on YouTube Spring of 2023.
- Opened up Itch.io profile to publish indie games (2018-now)

Lifeguard and WSI Instructor: Boise State University: Boise ID (2017-Current)

- Maintain pool and facility equipment for proper pool operation.
- Survey and Monitor Patrons to ensure compliance with facility rules.
- Provide water and safety instruction to swimmers of all ages.
- Certified American Red Cross Adult, Child and Infant Aid/CPR/AED, Lifeguard, and Water Safety Instructor

LED Wall Assistant: Chapman University: Orange CA (2022-2023)

- Assisted Students and Faculty in operation of the schools LED Wall.
- Created procedures to problem solve technical issues with emerging technology.
- Taught fellow student how to operate to help expand LED Wall team.

Projects

- **3D Animator: Rusted Root (Chapman University)**
 - Animator for the VFX film Rusted Root at Chapman University
- **LED Wall technician, Animator: Into the Deep (Chapman University)**
 - Animated and operated the LED wall as part of the filming crew for this Chapman Film
- **Homebrew Developer: BLICKEL NES (Vintro Studios)**
 - Developed and published a new Nintendo Entertainment System video game using 6502 Assembly.
 - Used Computer Science to work directly with hardware to dump the game rom onto a physical cartridge and run on the system.
- **3D Animation Director: Fu-Fu and the Cookie Jar (Student Film)**
 - Developed a short film from storyboards to final animation using Maya, Storyboard Pro, Adobe Suite, and more.