

Gavin Dudenhoeffer

(573) 691-3655 | gdudenhoeffer@webster.edu
gavinpdude.wixsite.com/gavin-dudenhoeffer

EDUCATION

Webster University, St. Louis, MO

May 2025

B.A. Game Design & Minor Computer Science

EXPERIENCE

Gateway Game Jams | *Game Design Intern* | St. Louis, MO

January 2025 - Present

- Planning and hosting the May 2025 Game Jam, an event providing under-resourced neighborhoods and children technological tools with a mission of fostering meaningful connections with first responders through game design.
- Ran social media platforms such as Instagram and LinkedIn while hosting photoshoots for promotional platforms.
- Redesigned the GGJ Logo and created the GGJ's website by creating art assets, editing photos and creating flyers.

Webster Game Design Summer Camp | *Teacher's Assistant* | St. Louis, MO

June 2024

- Coordinated and mentored 14 students to create a videogame using student-made assets as Art Lead.
- Taught short tutorials to campers aged 14 to 18 on game design fundamentals such as Unreal Engine, Piskel, and Bloxels, providing firsthand experience with industry-standard game development tools.

PROJECTS

Bear Plane | *UI Designer & Marketer*

May 2024; Ongoing

- Designed a mobile side scrolling game on a team of hand-picked artists, developers and marketers that was inspired by Wojtek the Bear who served in the Polish Army during WW2.
- Worked on a linear timeline, creating demos and reels for marketing purposes as well as developing assets based off playtesting sessions such as new items, challenging achievements, immersive sound design and better progression.

Nine PBS "Teaching In Room 9" | *Unreal Set Designer & AR Wall Expert*

January 2025 - August 2025

- Designed four unique and lively elementary classroom sets in Unreal Engine for an award-winning kids' program teaching school readiness and many other subjects such as health, nutrition, languages, and social-emotional learning.
- Directed a film crew of over 20 people on how to properly manage an Augmented Reality Wall, which overlays digital content onto the real world.

Sunshine Getaway | *Artist & Animator*

August 2024 - April 2025

- Developed with a team of 12 students to create a psychological horror game set in a "mental health resort" in the 90s. The project won *Best Group Game* in Webster's film, animation, and game design festival, Kinematifest.
- Created character sprite sheets and parallax maps, using Aseprite, RPGmaker and Trello.

Ratamari | *Level Designer & Developer*

March 2024

- Launched a mobile app where players control a Rat barreling down a street to grow by picking up as much debris as possible based on the popular Katamari game.
- Localized the game through a study abroad trip to Tokyo, Japan by working directly with Japanese play testers and developing features with a focus on ease-of-access improvements, such as proper translation.

Gluttony On a String | *Project Manager & Animator*

November 2023

- Collaborated on a 48-hour game jam at Webster University to develop a 3D game where the player controls a worm-on-a-string, consuming items, and growing in size. The project received a nomination for its innovative design.
- Animated multiple sequences that were viral in the overall narrative of the game to create a cohesive storyline.

LEADERSHIP

Founder & President, Webster Game Design Guild

August 2023 - October 2024

- Founded and established the Webster Game Design Guild, a club designed to foster networking and skill development within the gaming community. Hosted a biannual networking event that attracted over 50 participants each semester.

Festival Director (Game), Head of Marketing, Website Designer, Kinematifest

August 2023 - Present

- Collaborated with fellow club leaders to create a multidisciplinary festival for film, game, and animation majors, with multiple industry professional keynote speakers, local panelists, and judges.

SKILLS

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|-----------------|-----------|-------------------|---------------------|
| • Unreal Engine | • C/C++ | • Aseprite | • Adobe Illustrator |
| • Unity | • C# | • Clip Studio Pro | • Wix |
| • Godot | • Maya | • Piskel | • GitHub |
| • RPGmaker | • Blender | • Adobe Photoshop | • Trello |