

# Terrell Terry

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## WORK EXPERIENCE

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### Revature

Jul. 2022 – Jan. 2023

*Full Stack Java Developer*

*Remote*

- Developed and maintained full-stack web applications using Java, Spring Framework, and Angular.
- Collaborated with cross-functional teams in an Agile/Scrum environment.
- Utilized Git and GitHub to manage code repositories and ensure code quality through peer review.
- Designed and implemented RESTful APIs using Spring Boot, and integrated them with client-side applications using Angular.
- Deployed applications to Microsoft Azure, leveraging various Azure services such as Azure PostgreSQL Database and Azure App Service.
- Designed and implemented database schemas using SQL and ensured data integrity and consistency.
- Continuously researched and learned new technologies and frameworks to improve software development practices and deliver better software.

## PROJECTS

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### Capstone Project - Final Paradise

*Team Unreal Unity, Game Designer/ Developer*

- Collaborated with a team of 4 people to create a full game over the course of 4 months at Full Sail University.
- Used Unity and C# to create the mechanics and gameplay for the game.
- Created build notes and feature lists, then implemented those features within the game.
- Created a character controller, mechanics and implemented levels that coincided with the mechanics.

### SCRAPS Level Design

*Level Designer*

- Used Unity and C# to create a factory level that contained 2 different mechanics.
- A breakable wall where the player could take a box and destroy the wall with it, leading to a new area.
- A pressure plate system where the player could find the corresponding items and place them on the plates.
- Part of a larger scale project where a team of us would implement and combine our levels together.

### Project Lazy God

*Sneezing Panda Studios, Lead Programmer, Game Designer, Co-Founder*

- Collaborated with a team of more than 10 people and documented any features that we came up with.
- Organized and planned meetings for the studio, collaborating with team members from different departments.
- Oversaw the coding practices used and implemented complex features within the game.

## EDUCATION

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### Full Sail University

April, 2021

*Bachelor's of Science, Game Design*

*Winter Park, FL*

- Course Director award for best level design
- Learned how to use C#, Unity, Unreal and the essentials of game design.
- Played for the Jr. Varsity team for League of Legends called Full Sail Armada

## SKILLS & INTERESTS

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- **Skills:** Unity; Unreal; C#; Java; State Machines; Level Design; Game Design; Communication; QA and Playtesting; Physics and Unity Animation; Maya; Game Prototyping; Game Mechanics
- **Interests:** Video Games; League of Legends; Valorant; Reddit; Programming; Breaking Bad; Arcane; Music