Terrence Holmes

Location: Mountlake Terrace, WA

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Personal Summary

I'm a socially extroverted video game programmer with excellent communication skills, and a passion for games. I thrive in a team setting and I'm always eager to learn something new and develop my skills further.

Projects

Lobster Roll (Lead programmer, Unity C#) - 2024
https://aieseattle.itch.io/lobsterroll
- Engineered all gameplay mechanics according to instructions provided by our lead designer.
- Designed and programmed editor tools for the designers to use in level development.
- Lead and directed a fellow programmer in creating UI functionality and a level editor tool.
- Created and updated documentation of my code throughout the development cycle.

Lap 6 (Solo project, Godot GDScript) - 2024
https://terrence-holmes.itch.io/lap-6
- Designed the gameplay, levels and all other content.
- Planned the scope of the project and set deadlines and goals to be reached by the deadline.
- Programmed all gameplay, mechanics and features.
- Created and edited sound effects.
- Composed multiple music tracks using Cakewalk.

Space Station Invasion (Solo project, C++) - 2023
https://terrence-holmes.itch.io/space-station-invasion
- Designed the game concept and planned out all mechanics and features.
- Created systems and basic game elements first to allow for smooth production.
- Programmed all gameplay mechanics, UI elements, sound functionality, input, and all other features.
- Created simple art assets for the visuals.
- Created and edited sound effects.

Recent Work Experience

Delivery Driver - Mar. 2023 to Sep. 2023
Amazon - Everett, WA

Medication Delivery Driver - Apr 2022 to Jan 2023
Medly Pharmacy - Redmond, WA

Heavy Military Vehicle Operator - Aug 2017 to Dec 2020
United States Army - Fort Lewis, WA

Education

Advanced Diploma : **Computer Science for Video Game Development**, Expected graduation July 2025
Academy of Interactive Entertainment - Seattle, WA

References available upon request

skills

C# / C++
- Delegates
- Interfaces
- Collections
- Enums

GDScript
- Annotations
- Collections
- Enums
- Callables

Unity Engine
- 2D/3D development
- UI system
- State machine
- Input system
- PhysX and Box2D physics systems
- Audio management
- Animation system
- Tilemaps
- Coroutines

Godot Engine
- 2D/3D development
- UI system
- Animation system
- Input system
- Physics system
- Pathfinding
- Audio management
- Camera control
- Tilemaps
- Resources
- Signals

GameMaker: Studio
- 2D development
- GameMaker Language
- Tilesets
- Animation
- Input system
- Audio management
- Scene Management

Graphic Design
- UI design
- Pixel art
- Logo/Title design
- Krita
- Paint.net

Music/Sound
- Cakewalk by Bandlab
- Audacity

Video Editing
- Corel Video Studio
- OBS

Version Control
- Git
- Perforce

Links

LinkedIn
https://www.linkedin.com/in/terrence-holmes-929b92202/

Github
https://github.com/terrence-holmes

Website
https://terrence-holmes.com/