Terrence Holmes

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Personal Summary

I'm a socially extroverted and personable video game programmer with excellent communication skills, and a passion for games. I've been enthusiastically making games as a hobbyist and now a professional for 13+ years. I thrive in a team setting and I'm always eager to learn something new and develop my skills further.

Work Experience

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

- Ensured customers received their orders in a timely manner, providing excellent customer service at every opportunity.
- Checked delivery addresses and verified correct package delivery.
- Maintained communication with dispatch and provided frequent status updates.

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

- Delivered high-value government controlled medications to customers within a 40 mile radius.
- Maintained a clean driving record and obeyed traffic laws and regulations with no traffic violations or citations.
- Provided excellent customer service and communication with the customer throughout the delivery process.

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

- Operated a variety of heavy-duty military vehicles.
- Conducted daily inspection of vehicles and documented all issues onto a standardized forum.
- Transported sensitive, flammable and hazardous equipment worth up to $300,000 between various military installations throughout the country.
- Pulled security for 24-hour periods and audited a designated area, reporting suspicious activity to the appropriate authority.
- Adapted quickly to changing schedules and job assignments while maintaining focus on safety first.

Projects

Lobster Roll (Lead programmer, Unity C#) - 2024
https://aieseattle.itch.io/lobsterroll

Space Station Invasion (Solo project, C++) - 2023
https://terrence-holmes.itch.io/space-station-invasion

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#
- Delegates
- Interfaces
- Collections
- Lambda expressions
- Enums
- Coroutines

C++
- Delegates
- Interfaces
- Collections
- Lambda expressions
- Enums
- Coroutines

Unity Engine
- 2D development
- 3D development
- UI system
- State machine
- Input system
- Physics system
- Audio management
- Animation system
- Tilemaps

GDScript
- Resources
- Annotations
- Collections
- Signals
- Enums
- Callables

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

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

Music/Sound
- Cakewalk by Bandlab
- Audacity

Video Editing
- Corel Video Studio
- OBS

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

Git / GitHub | Perforce | Level Design

Links

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

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