

Trey Wilson

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GAME DESIGN EXPERIENCE

Epic Games – Senior Software Tester / Game Designer (Functional Role)

Fortnite Ecosystem – Alpha Team | Jan 2024 – Present | Cary, NC

- Designed interactive gameplay spaces and mechanics for high-profile Fortnite collaborations, guiding concepts from ideation to playtesting.
- Prototyped and refined systems in UEFN using Verse scripting and new UEFN features in collaboration with artists and engineers.
- Contributed to GDC and Unreal Fest demos, showcasing the new Scene Graph system via a fully-playable MOBA experience.
- Leveraged deep cross-genre gameplay knowledge in ideation sessions to craft concepts that pushed creativity while respecting UEFN's design and technical boundaries

Epic Games – Senior Software Tester

Unreal Engine Team | Feb 2020 – Dec 2023

- Served as Lead Designer/Programmer on an internal “Survivors” Roguelike prototype in UE5, driving it from pitch through iteration.
- Implemented AI logic, gameplay systems, and blueprint-driven mechanics to support varied combat and progression loops.
- Shipped 17+ major Unreal Engine releases, ensuring gameplay tools and UGC-friendly systems met quality benchmarks.

CG Spectrum – Final Project: Retro Adventure

Feb 2023 – Dec 2023

- Designed and developed a Zelda-inspired ARPG in UE5 featuring combat, stealth, exploration, and boss fight mechanics.
- Delivered responsive controls and polished player feedback through Animation Blueprints and Blendspaces.

EDUCATION

CG Spectrum

Game Programming(C++ and Unreal Engine)

Feb 2023 - Dec 2023

Florida State University

Environmental Science

Aug 2013 - Jun 2018

SKILLS & INTERESTS

- **Design & Development Toolkit:** UEFN, Verse, Unreal Engine 5 & 4, Blueprints, C++, GitHub, Perforce, Miro Board Ideation, Level Design, Prototyping & Iteration, QA-Informed Testing, Cross-Disciplinary Collaboration
- **Interests :** Game design and development, Programming, Movies, Hiking, Kayaking