

Trey Wilson

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GAME PROGRAMMING EXPERIENCE

Epic Games

Jan 2024 – Present

Senior Software Tester - Fortnite Ecosystem - Alpha Team

Cary, NC

- Served as Designer in Production cycle for TMNT Collaboration in UEFN
- Collaborate on a multidisciplinary team, consisting of Technical Artists, Designers, Programmers with the Alpha Team mission of using UEFN to create unique gameplay using the available and upcoming tools in UEFN
- Supported major efforts for GDC 2024 and Unreal Fest 2024 for keystone demos featuring critical upcoming Scene Graph feature

Senior Software Tester - Unreal Engine

Feb 2020 – Dec 2023

- Collaborated closely with cross-functional teams, including developers, business analysts, and project managers, to identify requirements, resolve issues, and streamline testing processes.
- Shipped over 17 Major Releases of the Unreal Engine since UE 4.25
- Served as programmer on a “Survivors” Roguelike for an internal testing initiative on Unreal Engine 5.
 - Implemented Core gameplay features with Blueprints.
 - Implemented the User Interface using UMG widgets.
 - Implemented the AI using Blackboards, Behavior Trees, and AI Pawn Sensing.
- Conducted thorough functional, regression, performance, and usability testing to identify defects, track issues, and ensure compliance with established quality standards.

CG Spectrum Final Project

Feb 2023 – Dec 2023

Retro Adventure

- Independently developed an immersive title in Unreal Engine 5 focusing on Retro style visuals and graphics similar to the Legend of Zelda.
- Used Animation Blueprints and Blendspaces to create an engaging player character.
- Created staple ARPG elements like Health, Stamina, Coins, Armor, Weapons, Combos, and more.

EDUCATION

CG Spectrum

Feb 2023 - Dec 2023

Game Programming

- Game programming with a heavy focus on C++ and Unreal Engine

Florida State University

Aug 2013 - Jun 2018

Environmental Science

- Studied abroad in Valencia, Spain during spring, summer, and fall 2013

SKILLS & INTERESTS

- **Technical Skills:** C++, Blueprint, Unreal Engine 5, Unreal Engine 4, GitHub, Perforce, UEFN
- **Administrative Skills:** Test Planning and Execution, Defect Management, JIRA, Microsoft Office Suite, Mobile Testing, QA Process Improvement, Team Management, Project Coordination, Console Testing
- **Interests :** Video Game design and development, Programming, Movies, Hiking, Kayaking