

# Trey Wilson

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## GAME PROGRAMMING EXPERIENCE

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### Epic Games

Jan 2024 – Present

*Senior Software Tester - FNE - Alpha Team*

*Cary, NC*

- Worked in a multidiscipline team to brainstorm and ideate on engaging game designs
- Created prototype games in UEFN to promote TMNT collaboration
- Supported the Alpha Team mission of using UEFN to create unique gameplay using the available and upcoming tools in UEFN

### Epic Games

Feb 2020 – Dec 2024

*Senior Software Tester - Unreal Engine*

*Cary, NC*

- 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

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### 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

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- **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