Trey Wilson

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GAME PROGRAMMING EXPERIENCE

Epic Games   **Feb 2020 – Present**
Senior Software Tester   *Cary, NC*

- 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.
- Supported C++ issues on the Live QA team by investigating complex user code.
- Conducted thorough functional, regression, performance, and usability testing to identify defects, track issues, and ensure compliance with established quality standards.
- 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

CG Spectrum Final Project   **Feb 2023 – Present**
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.
- Overcame challenges with respawn issues that would prevent the player from continuing after death.
- Created staple RPG elements like Health, Stamina, Coins, Armor, Weapons, Combos, and more.

iD Tech   **Jun 2019 – Jan 2020**
Instructor
- Utilized Unreal Engine blueprints to create a Battle Royale template project for campers who wanted to create their own "Fortnite" experience.
- Taught campers basic scripting in C# to assist them in creating game projects.

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
- **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