

Trey Marshall

Software Developer

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EDUCATION

Texas A&M University, College Station, TX - AUGUST 2019 - AUGUST 2023 (expected graduation)

Bachelor of Computing with Emphasis in Game Development

PROFESSIONAL EXPERIENCE

Texas A&M University, College Station, TX - MAY 2022 - PRESENT

Student Technician / Web Developer

- Worked in a ticketing based system to handle web requests that ranged from small edits on a webpage to moving an entire site from one content management system to another, or creating new sites from scratch
- Created a full stack web application to manage user access across other applications: made a backend that queried the user tables of all other application databases and displayed them in a simple but intuitive frontend application using c++, npm, javascript, typescript, ect.

Sky Ranch, Van, TX - MAY 2021 - AUGUST 2021

Core Leadership

- Was in charge of leading several groups of college students in an elementary curriculum and programming at a Texas summer camp.
- Lead in conflict resolution and teamwork.

Santa's Wonderland, College Station, TX - OCTOBER 2021 - JANUARY 2022

Bag Check & Security

- Learned customer service skills in handling customers waiting in long lines for access to the amusement park.
- Learned hospitality and ability to try and engage customers and make them feel welcome.

GAME EXPERIENCE

Ohmen (Unity: 2d Top-Down Shooter) - 6 group members working over 3 months

- Game Mechanic Focus: Crafted C# scripts containing enemy behavior, pathing, endless enemy wave generation, and scaling equations on damage, speed, and health

Paint With Words (Unity: Language Learning Game) - 4 group members working over 3 months

- UI/UX Focus: Utilizes natural language processing to parse user input and generate instructive images and game object interactions to help elementary aged kids learn prepositions

SOFTWARE PROJECTS

Panda Express (Point of Sale System)

- Full stack application using c++, vue, js, npm, and sql to create a web application for managers, employees, and users to order and or manage a mock point of sale system

Accessibility Project

- Learned elements of universal design, promoted efforts of IDEA (Inclusion, Diversity, Equality, and Accessibility), built tools to remove barriers to accessibility

SKILLS

- Proficient in Python, Java, Javascript, C++, HTML/CSS.
- Skilled in Unity and Unreal game engines,
- Worked on HTML5 games via javascript.
- Able to communicate technical ideas and documents