

# TRYSTON MINSQUERO

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## Skills

Languages: C#, C++, Python, Java, JavaScript, HTML, CSS  
Technologies: Unity, Unreal Engine 5, Git, Perforce, Confluence, Linux

## Professional Experience

### Generalist Game Programmer

UTD Game Production Lab

Richardson, TX

Jan 2023 – Present

- Worked with a team of over 40 to make a horror-puzzle game in Unreal 5.
- Implemented Level Designers complex puzzle logic and Artist's VFX and animations.
- Created a system for artists and designers to easily add content for UI and work together

### Software Engineering Intern (Game Development)

Light & Wonder (Previously Scientific Games)

Las Vegas, NV

June 2022 – Dec 2022

- Wrote maintainable C# code that was put into a shipped title.
- Developed games in Unity that works with an in-house engine and uses a client-server relationship.
- Utilized and contributed to a large preexisting code base.
- Built tools and in-game features which I documented in confluence that other developers used.
- Implemented art and designs from coworkers using Perforce for version control.

### IT Applications Assistant (Intern)

Quanta Services, Inc.

Houston, TX

July 2020 – Jan 2021

- Created RPAs (Robot Process Automations) to automate business processes
- Gathered Requirements from clients to develop software and collaborated with coworkers

## Projects & Portfolio

### Tobor Party

Unity, C#, Steamworks

Jan 2022 – April 2022

- Shipped title to Steam as lead programmer, engineered most systems and mechanics of the game.
- Coordinated a team of developers to see the project through completion under tight deadlines.
- Built a robust local multiplayer solution that was extendable to other projects.

### Portfolio Website

JavaScript, Firebase, Node.js, HTML, CSS

Nov 2022 – Present

- Learned all the basics of creating a full stack web application.
- Designed a system to easily add content for new projects, which later built into a static site generator.

## Leadership Experience

### Student Game Developer Association (SGDA)

President

Richardson, TX

May 2022 – Present

- Directed all operations including administration, fundraising, advertising, and event planning.
- Coordinated live game development presentations with industry professionals.

## Education

### University of Texas at Dallas

Aug 2020 - May 2023

### Bachelor of Computer Science (GPA: 3.954)

- **Courses:** Advanced Algorithm Design, Data Structures, Linear Algebra, Discrete Math II