Tryston Minsquero

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Summary

Game programmer looking for a full-time employment opportunity with an abundance of knowledge and experience from work environments, personal projects, and school projects.

Availability

Can work starting **January 2023**, I graduate with my bachelors in **December 2022**. Willing to relocate or work remotely.

Skills

Languages	C#, Python, C++, JavaScript, SQL, Java, HTML, CSS
Tools & Technologies	Unity, Git, Perforce, Jira, Confluence, Unreal, Node.js, Linux, Oracle, Steamworks

Education

The University of Texas at Dallas, 4.0 GPA   *Richardson, TX*
B.S. in Computer Science   *Aug 2020 - Dec 2022 (Expected)*
Relevant Coursework: Advanced Algorithm Design, Data Structures, Linear Algebra, Database Systems, Discrete Math II

Work Experience

Light & Wonder   *Las Vegas, NV*
Game Programming Intern   *June 2022 - Present*
- Learned and **utilized a large preexisting code-base.**
- Participated in the development of a game **from inception to release**
- **Developed all aspects of a game** with a **client-server relationship.**
- **Collaborated with artists, animators, and programmers** in a professional work environment.

Quanta Services, Inc.   *Houston, TX*
IT Applications Assistant (Intern)   *July 2020 - January 2021*
- Designed **RPAs** using a **.NET framework** to automate business processes.
- **Gathered requirements from clients** to develop software and **collaborated** with coworkers to discuss **software design**.
- Went through **all phases of an iterative software development** life-cycle, this included drafting requirements, designing and implementing software, **creating tests**, and getting feedback to start new iterations.

Projects & Portfolio

See all my projects on my GitHub and my portfolio in detail on my website

Some Accomplishments:
- **7 game jams completed** which are all on my itch.io page.
- **Fully released** game on Steam.
- Many side projects that include **web development, algorithm design, desktop applications**, and more.

Extracurricular Activity

Student Game Developer Association (SGDA)   *Richardson, TX*
President in 2022, Secretary in 2021, Member in 2020   *July 2020 - Present*
- Hosted and participated in **Game Jams** and helped others participate.
- Hosted and coordinated a large amount of **workshops** and talks from people in the game industry.

Project Nebula   *Richardson, TX*
Project Lead   *January 2022 - Present*
- **Led multiple developers** to **web scrape data, upload to a database, and leverage endpoints** for other teams to access.
- Conducted meetings and **used GitHub** for **assigning issues and discussions**.