Tryston Minsquero

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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 — *Richardson, TX*

B.S. in Computer Science, 3.97 GPA — *Aug 2020 - May 2023*

- **Relevant Coursework:** Advanced Algorithm Design, Data Structures, Linear Algebra, Calculus, Database Systems, Discrete Math II
- **Student Game Developer Association (SGDA)** President

Work Experience

Light & Wonder — *Las Vegas, NV*

Software Engineering Intern (Game Development) — *June 2022 - December 2022*

- **Wrote maintainable production quality C# code that withstood code reviews and was put into a shipped title**.
- **Developed games in Unity** that works with an **in-house engine** that **uses a client-server relationship**
- Learned and **utilized a large preexisting code-base.**
- **Built tools and features** and **wrote documentation in confluence** that other developers used on different projects
- **Completed Jira tickets**, fixing bugs in numerous games.
- **Collaborated with artists, animators, designers, and programmers using Perforce** for version control.

Quanta Services, Inc. — *Houston, TX*

IT Applications Assistant (Intern) — *July 2020 - January 2021*

- Designed **RPAs 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

Tobor Party

Unity, C#, Steamworks, Local Multiplayer — *January 2022 - April 2022*

- **Shipped title to steam** as lead programmer.
- **Designed a robust local-multiplayer solution** to use for other projects.
- **Led a team of developers** to see the project to completion.

Portfolio Website

JavaScript, Firebase, Node, HTML, CSS — *November 2021 - Present*

- Learned all the basics of **creating a full-stack application.**
- Designed a system to easily add content for new projects, but then later **built into a static-site generator.**
- **Used Firebase** hosting.

Miscellaneous Projects

See all on my Github and more in-depth on my Website

- **Completed 6 game jams**, all of which on my my itch.io
- **Placed 2nd across two categories for HackUTD 2021**, the biggest hackathon in Texas.
- **Hosted a hands-on workshop on Machine Learning** on game development in Unity.
- **Built a compiler** for a custom language using Java.
- **Designed an LTSM neural network** for text-sentiment analysis, wrote an 8-page report on our findings, and **created a web app** to better train the model.
- **Led a team for developing an API** for Project Nebula, an open-source organization for creating tools for students.
- **Built an API using Java** with Spring Boot for Green Button Alliance.