

# Trace McLaurin

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## EDUCATION

**Champlain College** - Burlington, Vermont

- Bachelor of Science in Game Design
- GPA: 3.7/4.0
- Anticipated Graduation: May 2025

**Abertay University** - Dundee, Scotland (Study Abroad)

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## SKILLS

- |                              |                                  |
|------------------------------|----------------------------------|
| • Unity 2D & 3D              | • Project Management             |
| • Unreal Engine 5            | • Agile Development              |
| • Godot Engine               | • C#, C++                        |
| • Autodesk Maya              | • Python                         |
| • Blender                    | • Adobe Suite (Photoshop,        |
| • Adobe Substance Painter 3D | Illustrator, AfterEffects, etc.) |

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## PROJECT EXPERIENCE

**Poly-Vinyl Pests!** - Two-Player Boss-Rush Video Game

*Lead Designer, Product Owner* (2024-Present)

- Directed a team of 15 to create a two-player boss-rush video game.

**GCTV** - Nonprofit Freelance

*Camera Operator* (2024-Present)

- Collaborated with a small team to document local non-profit events.

**Fox's Fables** - FMV Detective Video Game

*Solo Project* (2024)

- Experimented with film and puppetry in a unique narrative experience.

**Los Dormant Volcanoes** - Improvisational Comedy Troupe

*Director and Actor* (2022-Present)

- Taught collaboration and quick thinking in structured workshops.

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## WORK EXPERIENCE

**Generator Maker Space** - Burlington, VT

*Lead Maker Tech* (September 2022 - Present)

- Ran tours and trainings of equipment and software
- Led in creative and critical thinking to design and build projects

**NPS Salinas Pueblo Missions National Monument** - Mountainair, NM

*Interpretive Park Ranger* (May 2023-September 2023)

- Greeted and toured visitors to share the park's history and meaning
- Drafted guides and documents to assist in interpretive programs