Trace McLaurin

(+1) 413-883-3276   tracemc01@gmail.com

tracemclaurin.com   linkedin.com/in/trace/

EDUCATION

Champlain College - Burlington, Vermont
- Bachelor of Science in Game Design
- GPA: 3.7/4.0

Abertay University - Dundee, Scotland (Study Abroad)

SKILLS

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

PROJECT EXPERIENCE

Poly-Vinyl Pests! - Two-Player Boss-Rush Video Game
Lead Designer, Product Owner (2024-Present)
- Directed a team of 15 in Agile Development through weekly sprints.

Wilderook Studios - Systems Designer
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)
- Directed and scheduled for voice actors and camera operators.

Los Dormant Volcanoes - Improvisational Comedy Troupe
Director and Actor (2022-Present)
- Taught collaboration and quick thinking in structured workshops.

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.