TREV HOLBOURN

Unity Engineer

Hi! I'm a considerate and imaginative **Unity engineer**. I build games and full stack web applications using C#/Unity/React/Rails and I love working in a team.

Contact

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Experience

Senior Solutions Engineer
HackerRank - Feb 2022 to present

Solutions Engineer
Datadog - Oct 2020 to Jan 2022

Freelance Programmer
Self - March 2020 to present

Network Engineer
MMC - Apr 2011 to Nov 2019

Skills

C#: Events, Interfaces, Abstract Classes, Scriptable Objects

Unity: State Machines, Object pooling, Profiling, Debugging and Optimization, Textmesh Pro, Cinemachine, 2D, 3D and VR gameplay, Building editor tools, Animator and animations, Probuilder, Post Processing effects, DOTS/ECS

Software/Services: VS Code, Jetbrains Rider, Claude Code, Git, Github, Heroku, Netlify, Ruby, Javascript, C#, Datadog, Trello, JIRA

Education

Indie Game Academy
Launched a team Unity game
Nov 2020 - March 2021

General Assembly
Software Engineering Immersive
Nov 2019 - March 2020

Game Building and Coding

⇒ Engineered wave-spawning, stat-tracking, and event-driven systems.
⇒ Built custom object pooling to optimize performance in Polymino Gardens.
⇒ Implemented Finite State Machines to decouple logic and simplify state.
⇒ Developed custom Ruby and JS scripts to automate data scraping and workflows.
⇒ Worked in legacy Unity codebases to integrate new UI features and backend logic.

Problem Solving

⇒ Reproduced customer errors and delved into the codebase to find solutions
⇒ Solved complex switching and routing network issues under time pressure
⇒ Extensive Unity debugging experience in my own and others' code
⇒ I am able to clearly communicate if I run into an issue I can't solve myself

Communication and Teamwork

⇒ I enjoy helping others succeed and mentor others both at work and personally
⇒ Maintained a positive and helpful approach while working with customers
⇒ Built relationships and implemented network solutions with teams across Asia Pacific and North American branch offices in person and remotely
⇒ Used Git and Github for source control in all team projects and most solo projects

Selected Work

Sobreviventes do Castelo (SDC) (link) **WIP Game - Team of two**
Partnering with a friend to build a scalable and juicy stat driven horde and loot based game. Planning to add local multiplayer. Lead developer and designer.

Music Videos (link) **Unity music visualizations - Solo**
Coded custom Unity visuals. Procedural swarms and dynamic spectrum visuals.

The Squire (link) **IOS and Android puzzle platformer - Team of five**
Led a four-person team, collaborating on ideation, prototyping, and production. Executed as team lead/producer and lead programmer. We used Git and Github to share code and Trello to track tasks.

Polymino Gardens (link) **Tetris inspired puzzle game - Solo**
Pattern matching procedural gardens puzzle. Responsible for all design and code.

Orbital Simulation (link) **A Unity DOTS/ECS Toy - Solo**
ECS and the Unity DOTS. Supports hundreds of thousands of orbiting bodies.

Fetch (link) **2020 Datadog Hackathon Winning Entry - Team of five**
UX+SWE student hackathon collab.. React and Rails with real-time chat.
Github: https://github.com/ehighberg/fetch/