TREVOR SMITH-HOLBOURN

Gameplay Programmer

Contact
He / Him   Brooklyn, NY
https://trevorsmithholbourn.xyz   https://github.com/gullwings13

Skills
Game Development: Unity, C#, Interfaces, Events, VR, MAC/PC/Web/Android/IOS, Blender, UI, ECS, Physics
Software Development: ReactJS, Javascript, Express, Node.js, Ruby on Rails, Gatsby, SQL, NoSQL, GraphQL, HTML5, CSS, Version Control, Git, Github, Algorithms, RESTful APIs

Professional Experience

Solutions Engineer @ Datadog   New York NY   Oct 2020 - Present
⇒ Reproduce errors and dive into the Datadog codebase to help resolve customer issues.
⇒ Research and respond to client requests with solutions and documentation references.

Freelance Web and Unity Developer   New York NY   Mar 2020 - Oct 2020
⇒ Translating user needs and wireframes into both Unity and web applications
⇒ Building Unity games/applications, custom websites, web apps, and CMS solutions.

Software Engineering Student @ General Assembly   New York NY   Nov 2019 - Mar 2020
⇒ Collaborated with UX and Software Engineering students to build a full CRUD React/Node/Express app.
⇒ Assisted/guided other students with debugging, troubleshooting, and problem-solving.

Network Engineer @ Marsh & McLennan Companies,   Hoboken NJ/Melbourne AU   Apr 2011 - Nov 2019
⇒ Developed web apps to automate technical processes saving time and reducing human error.
⇒ Built relationships, and implemented network solutions with teams across Asia Pacific branch offices.

Work - Built in Unity

Run Alob Run   IOS and Android puzzle platformer
Our five person team collaborated on ideation, prototyping, production, monetization and released a platform puzzler for release on IOS and Android. I am responsible for the UI Menu system, the platform moving logic and contributed some of the art and sounds.

The Driving App   IOS and Android drive logging app
Contributed to Frontend and Backend code, and completed bug fixes in existing code base. Implemented new UI features per UX wireframes, including color scheme switching and progress bars.

Orbital Simulation   A Unity DOTS/ECS Toy
This was built in order to learn and explore ECS and the Unity Data Orient Tech Stack. Supports hundreds of thousands of orbiting bodies. Responsible for all design and code.

Polymino Gardens   Relaxing Tetris inspired puzzle game
Matching tiles will grow tiny procedurally generated gardens around the game boards. I was able to optimize the performance of this game by building my own object pooling system. The menu system uses animation curves and coroutines. This game is released on MAC and PC. Responsible for all design and code.

WitchSword   An action and puzzle oriented platformer
In this project I am using C# interfaces and event driven design. I've built a simple Cinemachine dolly track for the player camera. I'm using animations, a blend-tree and an animator system for the player avatar. I'm relying on animation events in the player attack animation to apply the physic force impact on the enemies. The enemies are using Nav mesh agents to move around. Responsible for all design and code, a work in progress.