Trace Dressen

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Portfolio: www.tracedressen.com

EDUCATION

Master of Entertainment Technology (ETC) *August 2018 – May 2020*
    Carnegie Mellon University, *Pittsburgh, PA*
Bachelor of Science: Mechanical Engineering *August 2012 – May 2017*
    Texas A&M University, *College Station, TX*
    Final GPA: 3.752, University Honors, Engineering Honors, University Scholar

EXPERIENCE

Universal Creative, Orlando, FL *January 2020 – May 2020*
    Advanced Technology & Interactives (ATI) Research & Development Intern
− Worked with a multidisciplinary team to design escape room-like puzzles and physical interactions to a specific theme and story
− Pitched live gaming experiences that involved mobile AR, interactions with performers, and puzzles built into the environment
− Designed and built a physical, haptics-based game peripheral from my own original idea

Oceaneering Entertainment Systems, Orlando, FL *May 2019 – August 2019*
    Experience Development Intern
− Developed dark ride motion profiles to tell a story and show off the capabilities of trackless ride vehicles

Walt Disney World® Resort, Orlando, FL
    Show Mechanical Design & Engineering Intern *August 2017 – June 2018*
− Designed and analyzed show safety systems and audio-animatronics using Solidworks and ANSYS
    Central Shops Engineering Intern *May 2017 – August 2017*
− Automated data collection and reporting of job plans/resource management using Excel
    Resorts Engineering Intern *January 2016 – May 2016*
− Used applications such as Maximo, Excel, and Access to create databases for keeping track of equipment and schedules

Texas A&M University, College Station, TX
    Researcher *May 2015 – December 2015*
− Conducted research on composite beams with polymer matrix and 3D printed reinforcement
− Co-authored a paper presented at the International Solid Freeform Fabrication Symposium

ACADEMIC PROJECTS

Jam Session (ETC) *August 2019 – December 2019*
− Created eight rhythm-based game prototypes to explore the genre on different platforms including PC, VR, and touchscreens
Theme Park Board Game Design (ETC) *August 2019 – Current*
− Created, designed, and currently playtesting and balancing a competitive multiplayer theme park-designing board game, as well as tracking my progress in a development blog. I've since continued working on this in my personal time
Commit to the Bits (ETC) *January 2019 – May 2019*
− Explored the intersection of improvisational theater and Twitch live streaming to establish new design principles through playtesting and rapid prototyping
Building Virtual Worlds (ETC) *August 2018 – December 2018*
− Worked in multidisciplinary teams to design, build, test, and present games using different types of technologies, including Vive (VR), Meta 2 (AR), and Kinect (motion-controlled). In these projects, I acted as producer, designer, artist, and playtester

SKILLS AND TOOLS

− Unreal Engine 4 (Blueprints), Unity, C#, Arduino, Maya, Microsoft Office (PowerPoint, Word, Excel), Adobe Suite (Photoshop, Illustrator), SOLIDWORKS (Certified Professional), AutoCAD, ANSYS, MATLAB, Mathematica

ACCOMPLISHMENTS

− Taught a class at Texas A&M in Spring 2017 semester on immersion and immersive technologies
− Former President of Texas A&M's Theme Park Organization, a group focusing on the theming and designing of theme parks