

Trace Dressen

Game Designer

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Skills

Game Development

- Unreal Engine 4
- Unity
- Game Design
- Playtesting

Programming Languages

- C#
- Python
- Arduino

3D Modeling & Art

- Maya
- Solidworks
- AutoCAD
- Adobe Suite (PS, Illustrator)

Other

- Microsoft Office

Accomplishments

- Taught a class at Texas A&M University in Spring 2017 on immersion and immersive technologies, including topics such as theme parks and virtual reality
- Former president of Texas A&M's Theme Park Organization, a group focusing on the theming and designing of theme parks
- Awarded University Honors, Engineering Honors, and University Scholar designations at Texas A&M University

Relevant Courses

Building Virtual Worlds, Game Design, Mechatronics, Engineering Math, Linear Algebra, Computer Aided Engineering, Improv

Education

Master of Entertainment Technology (ETC)

Carnegie Mellon University, Pittsburgh, PA

August 2018 - May 2020

Bachelor of Science, Mechanical Engineering

Texas A&M University, College Station, TX

August 2012 - May 2017

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 based on own idea

Oceaneering Entertainment Systems, Orlando, FL

Experience Development Intern

May 2019 - August 2019

- 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

Central Shops Engineering Intern

May 2017 – August 2017

- Automated data collection and reporting of job plans/resource management

Resorts Engineering Intern

January 2016 – May 2016

- Created databases for keeping track of equipment and schedules

Academic Projects

Jam Session (ETC)

August 2019 – December 2019

- Rapidly prototyped 8 experimental rhythm games for different platforms including PC, VR, and touchscreens
- Wrote postmortems & game design documents and analyzed playtest feedback
- Implemented interactions and grayboxed levels in Unity

Theme Park Board Game Design (ETC)

August 2019 – Current

- Created and designed a competitive multiplayer board game about theme park design, currently in the process of balancing and playtesting
- Tracked progress in a development blog over several months

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
- Led brainstorming sessions for team
- Built system within Unity that allowed team to switch backgrounds and music in Twitch stream, as well as switch improv games

Building Virtual Worlds (ETC)

August 2018 – December 2018

- Worked in multidisciplinary teams to design, build, playtest, and present games for VR, AR and Kinect in Unity
- I acted as producer, designer, artist, and playtester