

TRENT RIEK

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Howdy! I am an aspiring Technical Artist and a Graduate Visualization student at Texas A&M University. I have a Visualization BS with minors in both Computer Science and Game Design & Development. With my growing art skills and comp sci background, I'm eager to further my experience and contribute to the success of your business!

EDUCATION

MS VISUALIZATION, TEXAS A&M UNIVERSITY, GPA: 3.77 – Expected Graduation: SPRING 2022

BS VISUALIZATION, TEXAS A&M UNIVERSITY, GPA: 3.71 – May 2020

MINORS: COMPUTER SCIENCE, GAME DESIGN & DEVELOPMENT – May 2020

ACADEMIC EXPERIENCE

VIDEO GAMES – Developed games in In Unreal and Unity – primarily worked on game flow, level & UI design, and project management. Also have experience with VR in Game engines.

MODELING & ANIMATION – Have experience with all elements of the animation pipeline from my coursework. Created short animations with rigged characters in Maya and rendered using RenderMan. Also constructed Houdini procedural assets. Recently worked with motion builder.

PROGRAMMING – Completed a computer science minor, took graphics classes, and have had several Internships which provided experience testing and debugging software.

SKILLS

- Unreal
- C++, Python
- OpenGL
- Maya
- MotionBuilder
- Houdini
- Git & Perforce
- Docker & Kubernetes

HOBBIES

- Video Games
- Tennis
- Legos
- Photography

WORK EXPERIENCE

Summer 2021 **SOFTWARE ENGINEER, RAYTHEON INTELLIGENCE & SPACE – McKinney, TX**

- Worked in McKinney's Immersive Design Center (IDC)
- Developed a Obj to USDZ format converter for use with AR on mobile devices.
- Utilized FARO Laser Scanning Software to scan multiple buildings. Registered and converted to point clouds/meshes.

2020-2022 **TEXAS A&M UNIVERSITY – COLLEGE STATION, TX**

- GAR (GRADUATE ASSISTANT – RESEARCH) – *Current position*. Worked on developing an Oculus VR training program to prep nurses for Forensic Nursing.
- GAT (GRADUATE ASSISTANT TEACHER) - Worked as a Lab lead, taught basics of Houdini and Unreal to participating TAMU students for use in research project. Built curriculum for CHISPA educational project.
- TA (TEACHING ASSISTANT) - Led labs teaching Students the basics of scripting in Python within Maya software.

SUMMER 2020 **SOFTWARE DEVELOPER INTERN, SPECTRUM – GREENWOOD COLORADO (REMOTE)**

- Learned the principles of containerization, practiced building containers and clusters.
- Exposure to Docker, Golang, Kubernetes, and Cluster tools (Kops, Helm, etc).

SPRING 2019 **SOFTWARE DEVELOPMENT INTERN, ANSYS – AUSTIN, TX**

- Worked on the ACT API development team for the ANSYS Mechanical Workbench product. Fixed defects with API methods and object calls. Created documentation for workspace setup and debugging.
- Started team's work on implementing new recording feature within the API. Feature both recorded UI calls as API commands for user as well as replaced Jscript code.
- Ran regression tests on both Windows and Linux to test my code.
- Used Microsoft Visual Studio, Team Foundation Server (TFS) for development. Source Control with Git.

SUMMER 2018 **CODE SENSEI, CODE NINJAS – COLLEGE STATION, TX**

- Directed programming activities in week long camps for kids, primarily Scratch programming skills.

SUMMER 2017 **DIRECT SERVICE STAFF, THINKERY AUSTIN CHILDREN'S MUSEUM – AUSTIN, TX**

- Provided tours, guided camp activities & STEAM Education in museum galleries, and worked for museum admissions.

VOLUNTEER WORK

Texas A&M Habitat for Humanity, 2018 – 2021, 450+ hours volunteering for the Williamson and Brazos county chapters.

Leadership Positions: Director of Fundraising, Volunteer Coordinator, Director of Advocacy, Co-President