

# TRENT RIEK

## Unreal Developer & Game Programmer

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### SUMMARY

Howdy! My name is Trent and I am an Unreal Engine Developer. I have a background in Visualization from Texas A&M with minors in Computer Science and Game Design. I enjoy coding in unreal as well as real time animation in game engines. I am excited to work with you and build amazing experiences!

### WORK EXPERIENCE

#### JUNIOR UNREAL DEVELOPER (freelance)

##### REAL WORLD ONE – Freiburg, Germany – Summer 2022 – Present

- Developed VR applications for the Oculus in Unreal for pharmaceutical training.
- Implemented replicated components in Blueprints.

#### IMMERSIVE DESIGN INTERN

##### RAYTHEON INTELLIGENCE & SPACE – McKinney, TX – Summer 2021

- 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 scans to point clouds/meshes.

#### STUDENT POSITIONS

##### TEXAS A&M UNIVERSITY – College Station, TX – 2020-2022

- GAR (GRADUATE ASSISTANT – RESEARCH) - Developing an Oculus VR training program to prep nurses for Forensic Nursing.
- GAT (GRADUATE ASSISTANT TEACHER) - taught basics and wrote lessons for Houdini, Maya & Unreal to participating TAMU students for use in research project.
- TA (TEACHING ASSISTANT) - Led labs teaching Students the basics of scripting in Python within Maya software.

#### SOFTWARE DEVELOPER INTERN

##### SPECTRUM – Greenwood, CO – Summer 2020 (REMOTE)

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

#### SOFTWARE DEVELOPMENT CO-OP

##### ANSYS – Austin, TX – Spring/Summer 2019

- 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 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.

### SKILLS

- Unreal
- C++, Python, C#
- Maya
- MotionBuilder
- Git & Perforce
- OpenGL

### EDUCATION

#### MS VISUALIZATION

TEXAS A&M UNIVERSITY  
2020-2022

#### BS VISUALIZATION

TEXAS A&M UNIVERSITY  
2016-2020

#### MINORS

COMPUTER SCIENCE  
GAME DESIGN & DEVELOPMENT

### VOLUNTEER WORK

Texas A&M Habitat for  
Humanity, 2018 – 2022

450+ hours volunteering for  
the Williamson and Brazos  
county Affiliates

#### LEADERSHIP POSITIONS:

- Co-President
- Director of Fundraising
- Volunteer Coordinator
- Director of Advocacy