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# TREVER R. BERRYMAN

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[ePortfolio](#) | [GitHub](#) | [LinkedIn](#)

## OBJECTIVE

As a hands-on development professional with a strong basis in game design foundations and principles, I am seeking a technical game designer position that will build my expertise in software development.

## EXPERIENCE

GAME DEVELOPMENT INTERNSHIP, PIXEL DASH STUDIOS, BATON ROUGE, LA – 2016-2017

- Designing a mobile port for a previously released software title
- Currently working on a [game](#) in Unity 3D that's in the early access stage as well as a VR prototype
- Primarily doing programming, game design, and VR development
- Mastering source control, implementing shaders, and prototyping

QUALITY ASSURANCE TESTER, ELECTRONIC ARTS (EA),  
BATON ROUGE, LA – 2012-2017

- Developed the software titles [SimCity \(2013\)](#), [Fuse \(2013\)](#), [Madden NFL 25](#), the [Sims 4](#), and [Origin](#)
- Acquired a thorough understanding of the software development life cycle (SDLC)
- Gained experience with JIRA, DevTrack, DevTest, TestRail, and Perforce
- Excelled in debugging console SDKs for Xbox 360, PS3, Xbox One, and PS4
- Honed the analytical skills needed to break down the components of any video game tested
- Learned the rigors of quality assurance testing in a highly competitive work environment

STUDENT WORKER, LSU IT SERVICES (NOC), BATON ROUGE, LA – 2015

- Learned about network architecture and information technology
- Shadowed IT professionals in the high-performance computing center
- Worked with NOC analysts to resolve help desk tickets quickly and efficiently

## SKILLS

- |                                   |                                  |                           |
|-----------------------------------|----------------------------------|---------------------------|
| • Game Design                     | • Web Graphics Library (WebGL)   | • Microsoft Visual Studio |
| • C++ / CPP                       | • OpenGL Shading Language (GLSL) | • Debugging               |
| • C#                              | • Object Oriented Programming    | • Agile                   |
| • VR                              | • Object Oriented Design         | • Scrum                   |
| • Unity3D                         | • Command Line                   | • Microsoft Office Suite  |
| • Java                            | • Source Control (Git / Github)  | • Mac OS X                |
| • JavaScript                      |                                  | • Windows                 |
| • Structured Query Language (SQL) |                                  | • Bash                    |

## PROJECTS

- Currently making a [2D platformer](#) from scratch written in C++
- IXS Odyssey (VR) - EE 4859 / ART 4049: Digital Media Capstone
  - Developed a virtual reality sci-fi horror game for the HTC Vive. Our Trello board is found [here](#)
  - Presented IXS Odyssey at Red Stick International Game Symposium
- Trailblazers - CSC 4263: Video Game Design

- Created a mashup 3D game between Mario Kart and Minecraft
- Contributed to the user interface, cart physics, and terrain manipulation. Source code is located at this [repo](#)

## GAME JAMS

- Won award for the [best game feature](#) at LSU Global Game Jam 2017. Full source code and build found [here](#)
  - Co-designed the game submission. Utilized a saturation shader to absorb color from the environment
- Lead developer on a team in the Women in Computer Science Game Jam 2016. Repo is found [here](#)
  - Created a 2D top-down adventure game utilizing a unique shader-based game mechanic
- Lead a team for the Women In Computer Science Game Jam 2015. You can find the repo [here](#)
  - Created a puzzle platformer using Unity3D. My role was project manager and game programmer

## EDUCATION

LOUISIANA STATE UNIVERSITY, BATON ROUGE, LA – MAY 2017

Bachelor's of Interdisciplinary Studies, BIS

Digital Media Technology, Management of Information Systems, International Studies, Sociology

### Digital Media Technology

- CSC 4356: Interactive Computer Graphics
  - Completed several projects using GLSL, WebGL, HTML and JavaScript
  - Gained experience with mesh geometry, buffers, transformation, lighting, shading, texture mapping, and post processing effects
  - Worked with linear algebra, matrix calculations, and 3D geometry. A live demo of my projects are found [here](#)
- CSC 3380: Object Oriented Design
  - Made a decentralized web proof of concept application (Dapp) that uploads files as a hash then sends them over the Ethereum blockchain as a message
  - Gained experience in OOP patterns, Ethereum, IPFS, HTML, and JavaScript frameworks

### Information Technology Management

- ISDS 4113: Information Technology Project Management
  - Learned about Agile project development as well as traditional project development
  - Made a report complete with features, sprint backlog, user stories, burndown chart, and retrospective
  - Report is available [here](#)
- ISDS 3110: Database Processing for Management
  - Gained an understanding of information management for organizations
  - Created data models, relational databases (RDBMS), and SQL queries using MySQL Workbench
  - Made a grocery list iPhone app relational database. The report is found [here](#)

## PROFESSIONAL MEMBERSHIPS AND AFFILIATIONS

International Game Developers Association (IGDA)

## INTERESTS

Virtual Reality, Video Game Analysis & Research, Serious Games, Storytelling, Cinema, International Culture, Music