

# TREVER R. BERRYMAN


Sacramento, CA 95816

[trever.berryman@gmail.com](mailto:trever.berryman@gmail.com) | Mobile: +19168125993

[ePortfolio](#) | [Twitter](#)

## EXPERIENCE

CO-FOUNDER, PLAYER TWO GAMES, SACRAMENTO, CA – 2017-PRESENT

- Working on [Deep Space Donuts](#) .
- Leading design and development.
- Built from the ground up as a solo project for a year, then transitioned to a team.

CO-FOUNDER, CHIMERICAL COLLECTIVE, BATON ROUGE, LA – 2017-2018

- Worked on [IXS Oddysey](#)
- Helped with game design, level design, producing, developing, and project management.
- Coordinated and ran nearly all QA testing sessions.
- Programming was originally shared between two original group members and I.

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

- Worked on [Road Redemption](#)
- Primarily learned programming, game design, and VR development.
- Developed my skills with 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.

## SKILLS

- |               |                                  |  |
|---------------|----------------------------------|--|
| • C#          | • Project Management             | • Source Control (Git / Github/<br>GitLab, Perforce) |
| • Game Design | • Scope Management               | • Debugging  |
| • Unity3D     | • Object Oriented<br>Programming | • Agile  |
| • Test Plans  | • Level Design                   | • Scrum  |
| • JavaScript  |                                  |  |

## 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

## PROFESSIONAL MEMBERSHIPS AND AFFILIATIONS

Sacramento Developer Collective (SDC)

Louisiana Game Developers (LAGD)

IDGA LGBTIQ+ SIG

Gay Gaming Professionals (GGP)

## INTERESTS

Social Issues, Social Relationships & Friendship Forming, Serious Games, Storytelling, Cinema, International Culture, Music