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# TREVER R. BERRYMAN

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ePortfolio: <https://treverberryman.github.io/> | GitHub: <https://github.com/treverberryman>

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## OBJECTIVE

As a hands-on development professional with a strong basis in programming foundations and principles, I am seeking a software engineer internship position that will build my expertise in software development.

## SKILLS

- Unity3D
- C#
- Java
- Javascript
- Structured Query Language
- Web Graphics Library (WebGL)
- OpenGL Shading Language
- Object Oriented Programming
- Object Oriented Design
- Command Line
- Git / GitHub
- Microsoft Visual Studio
- Debugging
- Agile
- Scrum
- Microsoft Office Suite
- Mac OS X
- Windows
- Bash
- C++ / CPP

## EDUCATION

LOUISIANA STATE UNIVERSITY, BATON ROUGE, LA – (EXPECTED MAY 2017)

Bachelor's of Interdisciplinary Studies, BIS

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

- Currently learning C++ through online coursework.
- Lead on a team for the Women in Computer Science Game Jam 2016
  - Created a 2D top-down adventure game made in Unity3D.
  - Created a unique game mechanic based on shaders
  - My role was lead developer.
  - This game is still being developed and is found at this [repo](#).
- Lead on a team for the Women In Computer Science Game Jam 2015
  - Created a puzzle platformer in Unity3D.
  - My role was project manager and game programmer.
  - A Unity web demo can be found at this [repo](#).
- CSC 4263: Video Game Design
  - Completed a Unity game team project based on a mashup between Mario Kart and Minecraft.
  - Contributed to user interface, cart physics, terrain generation, camera scripts, and terrain traversal.
  - Source code is located at this [repo](#).
- 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 all my projects can be 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.
  - A repo for it can be found [here](#).
- ISDS 4113: Information Technology Project Management
  - Learned about Agile project development as well as traditional project development
  - Made 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 and the report is found [here](#).

## EXPERIENCE

### PROGRAMMING INTERNSHIP, PIXEL DASH STUDIOS, BATON ROUGE, LA – PRESENT

- Currently working on a game in Unity 3D that's in the early access stage as well as a VR prototype.
- Primarily doing bug-fixes, game design and programming in CSharp.
- Learning about VR, source control, indie development, shader programming, prototyping, etc.

### QUALITY ASSURANCE TESTER, ELECTRONIC ARTS (EA), BATON ROUGE, LA – 2012-2016

- Developed the new software titles SimCity (2013), Fuse (2013), Madden NFL 25, and the Sims 4.
- Acquired a thorough understanding of the software development life cycle or SDLC.
- Learned the rigors 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.

## COMMUNITY INVOLVEMENT

- Volunteered as a specialty show DJ for the locally run college radio station, 91.1 KLSU.
- Developed weekly playlists, scripts, uploaded web content and reached out to the community.

## PROFESSIONAL MEMBERSHIPS AND AFFILIATIONS

International Game Developers Association (IGDA)