TREVER R. BERRYMAN

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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 game development.

EXPERIENCE

CO-FOUNDER, TECHNICAL GAME DESIGNER, PROGRAMMER, CHIMERICAL COLLECTIVE, BATON ROUGE, LA – PRESENT

- Co-founded Chimerical Collective, an independent VR game company
- Currently developing **IXS Odyssey** as one of the lead game designers
- Lead VR Interaction Designer

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

- Helped design a mobile port for a previously released software title
- Worked on **Road Redemption** in Unity3D as well as a VR prototype
- Primarily doing C# 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
- User Stories
- User Research
- UX
- Quality Assurance
- C++ / CPP
- C#
- Unity3D
- JavaScript
- Structured Query Language (SQL)
- Web Graphics Library (WebGL)
- OpenGL Shading Language (GLSL)
- Object Oriented Programming
- Object Oriented Design
- Command Line
- Source Control (Git / Github)
- Microsoft Visual Studio
- Debugging
- Agile
- Scrum
- Microsoft Office Suite
- Bash

PROJECTS

- Currently iterating new builds for my early access game, **Deep Space Donut**.
- IXS Odyssey (VR)
  - Developed a virtual reality sci-fi horror game for the HTC Vive. Our current website can be 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
- Competed in a **Game Design Game Jam** and made a Unity3D game in C#. You can find it **here**
- 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
- 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