

TRISTEN BLEWETT

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☎ (864) 404-9562

📍 Travelers Rest, SC



<https://github.com/tristenblewett>

EDUCATION

Undergraduate Coursework
Computer Science

University of South Carolina

📅 August 2017 - May 2024

📍 Columbia, SC

Relevant courses

- Video Game Design
- UNIX/Linux Fundamentals
- Advanced Programming Tech.
- Algorithms and Data Structures
- Software Engineering

SKILLS

- Unreal Engine
- Unity Engine
- Git
- Visual Studio Code
- Game System Design
- Asset integration
- Debugging
- Optimization
- UI/UX implementation
- Version control
- Python
- Java
- C#
- C++
- LUA

HOBBIES

- Playing Video Games
- Playing Guitar
- Watching Anime
- Developing and designing Video Games
- Building Gunpla Models
- Building and Painting Warhammer 40k miniatures

CAREER OBJECTIVE

Dedicated, disciplined, and detail oriented professional with a strong background in technology, coding, and problem solving. Hard working and eager to learn, with a proven ability to adapt quickly and take initiative in both independent and collaborative environments. Skilled at analyzing challenges, designing practical solutions, and delivering high quality results under pressure. Known for excellent communication skills, teamwork, and maturity in handling complex projects from concept to completion. Committed to continuous learning, growth, and contributing creativity, technical insight, and strong work ethic to a dynamic development team.

WORK EXPERIENCE

Freelance Software & Game Developer

Self Employed

📅 January 2016 - current

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- Engineered 6 custom game servers and crafted engaging Lua scripts, enhancing gameplay experiences for the Garry's Mod community and garnering excellent feedback from players.
- Built and configured servers from scratch, reducing downtime by 20% and boosting player retention through enhanced engagement features.
- Teamed up with developers and community owners to design and enhance gameplay experiences, ultimately increasing player satisfaction and engagement by implementing targeted optimizations and efficient troubleshooting techniques.
- Created and launched engaging game prototypes and innovative projects, utilizing diverse technologies, resulting in increased client satisfaction, enhanced user experiences and independent use.
- Developed gameplay systems, user interfaces, and custom scripts using C#, C++, and LUA across Unity, Unreal Engine and Roblox studio projects.
- Teamed up remotely with artists, writers, and testers to deliver visually stunning projects, leading to a 30% increase in overall quality ratings.
- Successfully managed version control, optimization, and asset integration across 3+ gaming projects using Unity and Unreal Engine, ensuring seamless collaboration and enhanced development efficiency.
- Championed continuous improvement by leading impactful client projects and personal initiatives, employing iterative design methodologies that enhanced user experience and efficiency.

PROJECTS

DegreeWorks Enhancement

Team Lead/Backend Developer

📅 January 2024 - April 2024

- *Led a team of 4 developers to design and implement an improved version of DegreeWorks, a student degree tracking system.*
- *Oversaw project planning, development, and coordination using Git for version control and team progress tracking.*
- *Worked on the backend using Java, fixing bugs, integrating new features, and ensuring stability.*
- *Coordinated weekly meetings to align progress, solve technical challenges, and maintain project quality.*
- *Collaborated on the frontend team using JavaScript to improve usability and responsiveness.*