
Trevor Youngblood

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Gameplay / Systems Programmer

PROGRAMMING SKILLS

Languages	Engines	Programs	
C++	Java	Unreal Development Kit	Visual Studio 2010
C#	HTML	Unreal Engine 4	Perforce
Unrealscript	Blueprint	Unity 2D	Photoshop CS6
GML	MySQL	Game Maker Studio	3DS Max
JavaScript			

TEAM PROJECTS

- Rivals of Aether;** 8 Person - Game Maker Studio - GML June 2015 - present
Game Development Intern
- Designed and programmed gameplay, balance, and UI elements
 - Worked with the competitive community to get gameplay feedback
- Inua;** 14 Person - Unreal Engine 4 - Blueprint and C++ 6 months, 2015
Lead Programmer
- Programmed gameplay objects, particle systems, and material shaders
 - Attended biweekly leads' meetings and performed weekly code reviews
- Battle of the Banderas;** 7 Person - Unreal Development Kit - Unrealscript 4 months, 2014
Lead Programmer
- Programmed gameplay, user interface, and rhythmic syncing of game objects
 - Wrote network code for six-player online multiplayer gameplay
- SuperCrush;** 4 Person - Unity 2D - C# 2 months, 2014
Programmer / Game Designer
- Programmed all game elements; including movement, UI, enemies, and camera effects
 - Upheld overall vision for the game throughout development

INDIVIDUAL PROJECTS

- Cosmic;** Personal Engine – C++ 2 months, 2014
- Programmed customized A* pathfinding, intelligent AI, and procedural map generation
 - Created all art for the game in Photoshop
- Simple Miner;** Personal Engine – C++ 4 months, 2014
- Implemented movement physics, block management, and random map generation
 - Used advanced methods (bit-shifting, flags, etc.) to optimize performance
 - Added wall-running, wall-jumping, sliding, and other free-running mechanics
- Donkey Kong;** Personal Engine – C++ 3 weeks, 2014
- Recreated Shigeru Miyamoto's famous arcade game in custom engine
 - Implemented 4-player local multiplayer

EDUCATION

- The Guildhall at Southern Methodist University;** Plano, TX December 2015
Masters of Interactive Technology, Digital Game Development, Specialization in Programming
- Southern Methodist University;** Dallas, TX May 2014
Bachelors of Computer Science, Specialization in Game Design with Minors in Studio Art and Math
- 3.927 / 4.0 GPA
 - Recipient of the President's Scholarship, the University's highest academic scholarship

WORK EXPERIENCE

- Sabre Holdings;** Southlake, TX Summer 2013
Backend Programmer
- Programmed in C++ for Sabre's Airline Solutions division
 - Managed a large database and optimized database systems
 - Engaged in weekly meetings with cross-discipline groups