

TRYSTON MINSQUERO

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Skills

Languages: C++, C#, Python, Unreal Blueprints, Java, JavaScript

Technologies: Unreal Engine 5, Unity, Git, Perforce, Confluence, Jira, Linux

Professional Experience

Software Engineer I

Austin, TX

Zynga - Wizard of Oz

October 2024 – Present

C++ | Cocos 2d | Python | Mobile | iOS | XCode | Agile | Jira | Jenkins | Team of 66 | 16 Engineers

- Learned a 10-year running live product's code base and shipped new features within my first 2 months.
- Created a tool to generate JSON schemas from custom C++ serialization macros for tooling and data validation.

Gameplay & Tools Engineer

Richardson, TX

Nexrage Studios - The Colony 2044

Jan 2024 – October 2024

Unity | C# | Colony Sim Base Building RPG | Steam | Team of 4 | 2 Programmers

- Architected the game framework to work inside Unity for every entity in the simulation using an MVC pattern.
- Constructed many utilities and tools to create dozens of property drawers, editor windows, and custom inspectors.
- Optimized critical code paths and systems using the profiler to find and improve slow areas in the code base.
- Implemented countless game mechanics for an RPG/Colony Sim game, such as goal-oriented NPC AI, items, tile-based vision and sound detection, NPC skills & traits, save and load system, generated quests, and more.

Nexrage Studios - Unreleased Title

May 2023 – Jan 2024

Unreal 5 | C++ & Blueprints | Online FPS | Team of 4 | 2 Programmers

- Led the development of an unreleased online multiplayer FPS in Unreal 5 and conducted monthly playtests.
- Leveraged Unreal's gameplay and replication framework to create networked gameplay systems such as game modes, a lobby system, in-game UI, combat mechanics, dynamic materials, and animations.

Gameplay Engineer

Richardson, TX (remote)

Unlimited Fries Studios - Grimhook

March 2023 – March 2024

Unreal 5 | C++ & Blueprints | FP Action-Adventure | Steam | Team of 30 | 2 Programmers

- Prototyped and iterated on a polished first-person character controller with many interacting complex abilities in C++ and extended it to blueprints and data assets for easy designer-level modifications.
- Collaborated closely with animators and designers to implement all animations for the player and NPCs. This was accomplished with Unreal's montages, anim-notifies, aim-offsets, control rigs, and blend spaces.
- Took ownership of enemy NPC implementation by creating complex features such as special attacks, jumping, an interactive gore system, and complex AI utilizing Unreal's behavior trees and EQS.
- Built gameplay systems, including dynamic button prompts, checkpoints, a custom camera controller, a save system, settings, a dialogue system, cutscenes, and several other interactive elements.
- Utilized Unreal's world partition to dynamically load a large level to optimize performance in necessary areas.

Software Engineer Intern

Las Vegas, NV (remote)

Light & Wonder - Ultimate Firelink Cashfalls China Street

June 2022 – Dec 2022

Unity | C# | Slot Machine Game | Team of 8 | 2 Programmers

- Contributed to a shipped title by writing maintainable C# code and contributing to a large code base, building tools, and in-game features documented in Confluence.

Education

The University of Texas at Dallas

Aug 2020 - May 2023

Bachelor of Computer Science (GPA: 3.96)

- **Courses:** Advanced Algorithm Design & Data Structures, Linear Algebra, Discrete Math II, Database Systems
- **Organizations:** UTD Student Game Developer Association (President), Chess Club, HackUTD, ACM, Makerspace