TRYSTON **MINSQUERO**

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Skills

Languages:	C++, C#, Python, Java, JavaScript
Technologies:	Unreal Engine 5, Unity, Unreal Blueprint, Git, Perforce, Confluence, Jira, Linux

Projects

Grimhook | *Unlimited Fries*   March 2023 – Present
Lead Programmer | Unreal 5 | C++ & Blueprints | FP Action-Adventure Bullet-hell | Steam | Team of 30 | 2 programmers
• Protyped and iterated a fully functional and 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
• Developed movement mechanics such as wall running, grappling, dashing, rocket-boosting, mantling, ground-pounding, and others, all seamlessly working together in different combinations
• Took ownership of enemy NPC implementation by creating complex features such as bullet patterns, jumping, an interactive gore system, and complex AI utilizing Unreal's behavior trees and EQS
• Implemented animations and integrated them in gameplay with montages, anim-notifies, aim-offsets, and blend spaces
• Built miscellaneous gameplay systems, including dynamic button prompts, checkpoints, a save system, settings, a dialogue system, cutscenes, and several interactive elements, enhancing gameplay depth and immersion
• Independently launched the game on Steam achieving **overwhelming positive reviews** with 10000+ unique players

Death Bloom | *Game Production Lab*   Jan 2023 – May 2023
Generalist & Gameplay Programmer | Unreal 5 | Blueprints | Horror-Puzzle | Team of 40 | 10 programmers
• Implemented gameplay mechanics, such as crafting, book menu, and interactive animations

Tobor Party | *SGDA*   Jan 2022 – April 2022
Lead Programmer & Project Lead | Unity C# | Arcade Racing Game | Steam | Team of 6 | 2 programmers
• Designed and implemented checkpoint system, UI, ability pickups, and a modular local multiplayer solution

Professional Experience

Nexrage Studios   Richardson, TX
Software Developer (Game Development)   May 2023 – Present
Daisy's Diary
Gameplay, Systems, and Tools Programmer | Unity C# | Farming RPG | Steam
• Took ownership of the quest system, enabling it to support both scripted and generated quests
• Architected a framework for the save system, facilitating the storage of any object type across different scenes
• Created and implemented several editor tools, boosting production speed and workflow efficiency for the team

Unannounced Title
Gameplay Programmer & Project Lead | Unreal C++ & Blueprints | Online FPS
• Headed the development of an unreleased online multiplayer FPS in Unreal 5, conducting playtests every month
• Utilized 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

Crown U Go! (Contract work)
Networking & Tools Programmer | Unity C# | AR | Android & IOS
• Integrated a SQL database into gameplay to download game data, 3D models, and animations

Light & Wonder (Previously Scientific Games)   Las Vegas, NV (remote)
Software Engineer Intern (Game Development)   June 2022 – Dec 2022
Ultimate Firelink Cashfalls China Street
Tools, UI, and Sound Programmer | Unity C# | Slot machine game
• Developed games in an in-house engine that extended from Unity and utilized a client-server model
• Contributed to a shipped title by writing maintainable C# code and contributing to a large code base, building tools and in-game features which were 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

Leadership Experience

UTD Student Game Developer Association (SGDA)   Richardson, TX
President   Aug 2021 – May 2023
• Directed one of the largest organizations on campus, managing a Discord community of over 1700 members.
• Orchestrated in-person weekly meetings consisting of game jams, workshops, guest speakers, and networking socials