

Trevor Larson

Game Designer

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OBJECTIVE

Recent graduate with a passion for game design looking for entry level jobs in the Austin area or remote. Proficient in Unreal Engine and familiar with various other game engines. Adept at creating spreadsheets representing game economies, hero/enemy balancing, or general user engagement tracking. Familiar with computer science concepts and common programming languages. Embraces collaboration with other team members and effectively communicates using technical documents/language. Avid gamer and passionate learner.

EDUCATION

Full Sail University

Graduated November 2022

- Bachelor of Science in Game Design: *GPA: 3.58*

Austin Community College

January 2020 - May 2020

- Associate of Science in Computer Science – degree change

Valencia Community College

September 2017 - August 2019

- Associate of Science in Computer Engineering – degree change

PROJECTS & ACCOMPLISHMENTS

- **Moosin' Around - Designer/Developer** - Personal Project
 - Independently designed and developed the “Moosin’ Around” game through all production phases right from conceptualization to beta-testing.
 - Tested and troubleshooted regularly to refine design features with respect to pacing and progression, mission scripting, and overall game balancing and development.
 - Utilized 3rd party 3D environment assets to create a realistic, inviting nature landscape using level design practices.
- **Abandoned Mine - Producer/Level Designer** - School Project
 - Collaborated with a team of 6 students to conceptualize, design, and develop a game that integrated 7 individual levels, effectively showcasing individual understanding of level design theory, flow, and pacing.
 - Followed the guidelines dictated by the game design document to ensure each level accurately adheres to the vision and direction of the game.
 - Coordinated the entire team’s roles and assignments using JIRA and Confluence.
- **ISolation Game Trailer - Editor** - School Project
 - Participated in a school-led team competition to form an original game concept and create a professional game trailer.
 - Responsible for gathering footage that accurately represented our vision and could be easily delivered to the editor to use in OBS Studio.
 - Awarded 1st place in the competition! Won only bragging rights.
- **Race for Survival - Designer/Artist** - School/Personal Project
 - Tasked with creating a physical board game within two strict guidelines; it must fit on a piece of printer paper, and it must use 2D6 dice.
 - Designed the mechanics and pixel art, along with the actual physical game board and game pieces.
 - Utilized proper game design documentation to iterate, balance, and document all phases of the design and testing process.
 - Recorded onto spreadsheets all gameplay testing observations from both developer and users to better understand player motivation and agency.

PROFESSIONAL EXPERIENCE

W Austin Hotel (Austin, TX)

October 2019 - August 2020

Front Desk Agent/Bellhop

- Organized reservations, check-in and check-outs, and guests’ requests/meal orders face-to-face for more than 1000 guests per day.
- Handled thousands of dollars in transactions daily.
- Frequently took on additional responsibilities during busy periods, including: managing the front desk, answering all guest calls, and providing concierge services.

Walt Disney World Resort (Lake Buena Vista, FL)

September 2013 - October 2019

Entertainment- Character Performer

- Performed as Disney brand characters in personal meet-and-greet interactions with thousands of guests a day.
- Researched and personified the mannerisms and personalities of specific Disney brand characters to recreate a character-accurate experience for the guests.

Attractions Trainer/Host - Big Thunder Mountain Railroad and Splash Mountain

- Educated other cast members on all aspects of the attraction’s operations, including safety procedures, position responsibilities, and company-wide guest service standards.
- Facilitated attraction and company updates to all cast members, including the leadership team and the VP of park operations.
- Communicated problems and solutions to the leadership team to ensure the attraction was always optimally staffed and organized.

SKILLS

General Tools	Version Control	Game Engines	Programming	2D/3D Art	Music	Other
Jira	Perforce	Unreal Engine	C++	Blender	Trumpet (17+ Years)	OBS Studio
Confluence	GitHub	Unity	C#	Houdini	Music Composition	Adobe Premiere Pro
Trello		RPG Maker				Virtual Studio
Office 365						Raspberry Pi