

Trevor L. Marsano

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Portfolio: www.zankeygames.com

Objective

To earn a position where I may showcase my passion for software development and utilize my broad skillset in engineering and design.

Education

California Polytechnic State University, San Luis Obispo, CA

- B.S. Liberal Arts and Engineering Studies with a concentration in Game Development, Graduated Fall 2019
- President's List - 2018-2019

Relevant Coursework

- Fundamentals of Computer Science Series - Game Design - Interactive Entertainment Engineering - iOS Development - User-Centered Design - 3D Modeling - Animation

Skills

Programming Languages Software

C#, Java, Swift, JavaScript, C++, Python
Unity, Unreal Engine, Git, Maya, Adobe CC

Projects

AR Mobile App (Unity) - Living Mural in Sacramento, CA

04/2018-12/2018

- Scrum Master / Project Lead for an augmented reality app commissioned by the city of Sacramento, CA
- Lead a cross-discipline team with backgrounds in: Computer Science, Music, UX, History, Art and Design
- Fast-paced prototyping and iteration based on user-testing feedback
- Created 3D models, animations, and UI elements that I implemented into Unity using the Vuforia AR Kit

Senior Project

10/2019-12/2019

- Unity Animation Tutorials - A Youtube mini-series for new game design students, teaching Unity's animation tools such as: animator controllers, states, transitions, blend trees, and overrides

Games

01/2017-Present

- Meltdown (Swift/iOS Mobile) - Mobile tilt-to-move maze game utilizing a phone's accelerometer
- Drone Hunter Prime (HTC Vive / Unity) - VR arcade shooter with a custom built gun controller for a more realistic experience
- Family Tree (Unity) - 2D Side Scroller - Global Game Jam 2019
- All Bark, No Byte (Unity) - 2-Player sheep herding simulator
- Violence might not be the answer (Inform7) - Text-based adventure game exploring the genre and a unique programming language

Work Experience

Game Developer Apprenticeship - HaptX, Inc.

04/2019-05/2019

- Quickly learned the HaptX SDK and its integration with Unity/UE4
- Developed demo content in Unity/UE4 for VR haptic feedback gloves

Independent Contractor - Opes Mortgage Advisors

05/2016-07/2016

- Mortgage Calculator - Designed and shipped a custom branded calculator for a local lending company - (C#, .NET)