# Trevor Smith

## Game Systems Developer

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### Technical Skills

Unreal 5 / Unity Gameplay Systems Design

C/C#/C++ Opponent AI Programming

Java/Python Gameplay and Systems Programming

Game Engine Development Systems Architecture Development

### ‘Soft’ Skills

Excellent Communication Leading Teams

Training and Mentorship Can Quickly Learn New Systems and Skills

Experience Working Independently Stellear Technical and Creative Writing Skills

### Education

#### Bachelors of Science in Computer Science (Game Development Program) Graduated September 2024

Full Sail University, Winter Park, FL | 3.85 GPA

Relevant Coursework: Systems Programming | Data Structures and Algorithms | Software Engineering | Computer Graphics | Game Integration | Game Architecture | Artificial Intelligence | Engine Development | 3- D Content Creation | Information and Database Systems | Projects in Unity and Unreal Engine 5

Took ownership and lead on student projects (4-5 devs) where my tasks included designing and engineering gameplay systems (shop, inventory, scavenging, procedural level generation) in both Unreal Engine 5.4 and Unity, as well as enemy encounter design, behavior coding, and level design and construction. I also lead the teams and ensured Perforce/Git/Jira accuracy. See Portfolio for more details.

#### Bachelors of Arts in Psychology Graduated May 2012

University of South Florida, Tampa, FL | With Honors

### Professional History

Pre-Covid, over 20 years of experience in professional sales. Highlights include:

* **Director of Internet Sales** for Alan Jay Toyota, Sebring, FL
* **Lead Agent** and **Sales Manager** for American Income Life, Orlando, FL

My former sales career is where I learned my communication and people skills, leading small teams of agents or salespeople (5-10), mentoring new team members, and also working independently to generate over 5 million in lifetime sales.