

# Trevor Farnsworth

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240-818-2189

## Technical Skills

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**Game Engines:** Unity, Unreal Engine 4, RPG Maker

**Programming:** C#, Java, JavaScript, Python, Blueprint, HTML, CSS

**Applications:** 3DS Max, Adobe Creative Suite, Microsoft Office Suite

## Professional Experience

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Programmer for Virginia Serious Games Institute Summer 2017

- Programmed mini-games with mobile controls, including an endless runner, maze, and dress up game for a kid's educational game about dressing yourself for different weather
- Created an in-game economy in which players could earn currency (cookies) through playing mini-games, which could be spent to unlock additional outfits for their character
- Assisted with design, creating multiple levels for the maze and endless runner mini-games, and implementing assets into Unity

Quality Assurance Intern for Virginia Serious Games Institute Fall 2016, Fall 2017-

- Found and replicated nearly 100 bugs for multiple games, and provided detailed reports for the developers using JIRA
- Provided feedback on mechanics and systems, helping to balance an MMO's combat and tweak drone flight controls
- Products tested include Legends of Aria, Zephyr Drone Simulator, One More Room, and Scriyb

Instructor for iD Tech at UVA Summer 2016

- Taught campers, ages 9-18, game design through a variety of software including RPG Maker, Unreal Engine 4, and Minecraft
- Walked campers through storyboarding, level design and mechanic design activities
- Provided feedback on student projects to help them create awesome stories, levels, and mechanics

Design Director for GADIG at GMU Fall 2016-Spring 2017

- Managed a team of 15 designers in developing games each semester
- Wrote and updated documentation, worked on gameplay design, and provided constructive feedback on design choices
- Worked closely with art, sound design, and programming team leads in order to create and implement design decisions and ultimately create an enjoyable game

## Education

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BFA                      George Mason University, Computer Game Design  
Minor                    Computer Science