Trevor Higgins

Programer at Robot Entertainment

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Software Developer with Full Cycle Experience as a Team Member and Leader

Recent Projects

Unannounced Project - Robot Ent. (6 Months - Current)
- Creating founding systems during pre-production
- Working with art to create flexible UI and UX solutions
- Building tools for iterative testing to meet design's needs

Orcs Must Die 3! - Robot Ent. (2 Years, 2 Months)
- Created and maintained a brand new Game Mode that encompassed a majority of the project's content
- Designed all AI behaviour trees, abilities, and assisted art imports
- Generalist bugfixing and content creation

Stranger Things 3: The Game - BonusXP (3 Months)
- Developed for multiple platforms, including PC, iOS, and Android
- Created a dynamic glyph system used throught the entire interface
- Fixed bugs and created content with proprietary systems

Arte: Hemut - LIVELab (1 Year)
- Responsible for creating a card game database, effects, and level transition system, among other generalist issues.
- Responsible for team collaboration and source control usage
- Met with clients to discuss project viability and hours estimates

Experience

Robot Entertainment - Programmer (2019 - Present)
- Full time employment as Generalist Programmer (In-Office / WFH)
- Key member on OMD3! + DLC, and Unannounced Project
- Used P.M. software to track progress and write documentation

BonusXp - Programmer (Jun 2019 - Aug 2019)
- Full time employment as a Generalist Programmer (In-Office)
- Shipped a Netflix NDA game lauched on multiple platforms
- Completely eliminated first-day jitters for any other job (ask)

LIVELab at Texas A&M - Lead Programmer (May 2017 - Jun 2019)
- Lead a team of developers throughout multiple project's lifecycles
- Responsible for vetting, hiring, and training new employees
- Met with clients to discuss product viability and expenses
- Maintained source control back end for multiple teams and collabotations

General Info
- 3+ Years of UE4 Experience, 7+ Years of Unity Experience
- Proficient & efficient in a WFH environment
- Proficient in small team management, including hours estimation
- Proficient in source control and it's applications specific to the game development pipeline
- Experience as a Mentor / Judge for game jams & organizations
- Experience in multiple areas of Art, Design, & Audio
- Experience in using level design tools and modding existing games

Skills

Proficient
- C#, C++
- Unity, UE4
- Plastic, Perforce, Git
- Photoshop CS5
- Jira, Trello, Sharepoint
- Visual Studio
- Mathematics

Experienced
- Google Suite
- Microsoft Suite
- Adobe Suite CS5
- Java, JavaScript
- Audactiy
- Slack, Discord

Ask me about:
- The fully published and currently used "Bird Project"
- What side projects & systems I've worked on
- My Hurdy-Gurdy
- Why I'm pursuing game development
- My 3/4ths cat
- Hobbies outside of game development

Awards

1st Place - Overall
Chillennium 2018
Sole programmer on a team of 4. Largest student game jam in-person, world-wide.

1st Place - Overall
National Raider Competition 2014

Education

Texas A&M University
3 Years experience in Computer Science, dept of Engineering.

Riverside Military Academy
Gainsville, Ga. Graduated 2015 ROTC rank of Captian