

Trevor Farnsworth

240-818-2189
TrevorFarnsworth.com
TrevorFDesign@gmail.com

Technical Skills

Game Engines: Unity, Unreal Engine 4

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

Applications: Jira, Team Foundation Server, 3DS Max, Adobe Creative Suite, Microsoft Office Suite

Professional Experience

Vicarious Visions

Activities Lead Tester

December 2018 – March 2019

- Led a team in testing all activities in the Penumbra DLC for Destiny 2
- Worked with team and Bungie counterparts to ensure activities content was ready for each milestone
- Setup meetings and helped run cross-studio playtests

World Art Lead Tester

May 2018 – December 2018

- Led a team in testing world art for all content in the Black Armory DLC for Destiny 2
- Created world art test passes/test plans for all project milestones, and managed the bug database in TFS
- Established open communication with artists and Bungie counterparts to ensure testing/development went well

Quality Assurance Tester

February 2018 – May 2018

- Worked on Destiny 2: Warmind, with a focus on strikes and raid testing
- Executed test passes for project milestones, ensuring the state of the current build met the project's timeline
- Collaborated with developers to fix issues and improve the end user experience

Virginia Serious Games Institute

Programmer

June 2017 – August 2017

- Programmed an educational kids game for mobile 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 levels for a maze & endless runner mini-game, and implementing assets in Unity

Quality Assurance Intern

August 2016 – December 2017

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

iD Tech

Instructor

June 2016 – August 2016

- Taught campers, ages 9-18, game design using different software: 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

GADIG at GMU

Design Director

August 2016 – May 2017

- Managed a team of 15 designers in developing games each semester
- Wrote and updated documentation, worked on gameplay design, and provided 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

BFA George Mason University, Computer Game Design
Minor Computer Science