

Tevin Meredith

Designer • Programmer

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Passionate Game Designer and Programmer currently using skills to document, design, and program personal projects to further one's skills and bring value to a development team

STRENGTHS

Collaborative Team Player

Works well under pressure

Agile Software Developer

Quick and Critical Thinker



EXPERIENCE

SCRAP, Student Project August 2016 – December 2016

Designer/Programmer:

- Collaborated with a team of 14 to develop a 4-player cooperative experience using Agile Software Development (Scrum)
- Used iterative design techniques to design, program, document, and implement content using Unreal 4
- Scrap was successfully greenlit on Steam Greenlight

MAHAKAMA-RAMA, Student Project August 2016 – December 2016

Designer/Programmer:

- Collaborated with a team of 4 to develop a video game aimed towards children using Limbitless prosthetic arms and arcade machines
- Used iterative design techniques to design, program, document, and implement content using Unity and Visual Studio

OTTER SPACE, Game Jam Sept 2016

Designer/Programmer:

- Used Unity and C# to program various planets made of fruit with unique behaviors, such as grapes flying off into orbit when hit or players bouncing off pears like a trampoline
- Winner of the Best in the Universe Award and \$2000 Prize from Space Florida



EDUCATION

University of Central Florida, Orlando, FL August 2012- December 2016

- BA in Digital Media – Game Design with a Minor in Information Technology
- Member, Game Dev Knights



TECHNICAL SKILLS

Languages

General: C, Java, HTML, XML, JavaScript, CSS, ActionScript

Focus: C# (.NET), C++

Tools

Design: Photoshop, Illustrator, Adobe Animate/Flash, Maya

Programming: Unity3D, Unreal 4, Visual Studio, GitHub, Perforce

References Available Upon Request