



Trace Gordon

 Seattle, WA

 tgordonart@gmail.com

 tracegordon.com

EXPERIENCE

Playfellow Studio Seattle, WA

Developer & Art Lead January 2020 - Present

- Led development and art asset production for Fisti-Fluffs within UE4 for PC and Nintendo Switch.
- Developed game from prototype to release to continued updates.
- Optimized gameplay/art assets for heavy physics simulation with four player gameplay and AI controllers.
- Created scripts using C++ and Unreal Blueprint.

Aerotek, Nintendo of America Redmond, WA

Associate Product Tester/Debug Tester October 2017 - November 2019

- Debug Tester at Aerotek, working with the Product Testing Department of Nintendo of America.
- Debug Tester, Task Lead and Project Task Lead.

Leading Role Studios Winston Salem, NC

Contract Artist September 2016 - December 2016

- Created 3D assets, textures, level block-outs, concept art and animations.
- Used Maya and Photoshop to create models and textures for use in the Unity engine.

[Adult Swim Games] Atlanta, Ga

QA Intern Summer 2016

Game Design Intern Summer 2015

- Bug testing Steam, iOS, Android and Console games, monitoring bugs in Jira, recording promotional material, communicating deliverables with developers, and reviewing products in development.

SCAD Collaborative Learning Center and Gulfstream Aerospace Savannah, Ga

Technical Team Member January- June 2015

- Technical Team in the Collaborative "My Gulfstream Designer" project created between SCAD and Gulfstream.
- Optimized assets for Unreal Engine 4 on mobile devices, debugged issues with application, created actor classes and created shaders/materials.

EDUCATION

Savannah College of Art & Design

BFA in Interactive Design and Game Development June 2016

GPA:3.72

Awards: Magna Cum Laude, Entelechy Best in Show, Entelechy Environment Art Finalist, Deans List
The Rookies Editors Pick, SCAD Artistic Honors, and SCAD Academic Honors

Clubs and Organizations: Game Developers Network (GDN), Collaboration Club, and Sketch Club

SKILLS

Technical Skills

3D Modeling, 3D Environment Design, Texture Painting, Programming (C++, Python, MEL, Javascript), Lighting, VR Development, Debug Testing

Core Software

Maya, 3DS Max, zBrush, Unreal Engine 4/5, Unity 5, Photoshop, Adobe Creative Cloud, Microsoft Office

Additional

Oil/Acrylic Painting, Illustration, Watercolour, Mixed Media, Intaglio Etching, and Cat Sitting