

**TREVOR SEARNS**

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**OBJECTIVE:** Seeking full-time employment

**EDUCATION:** **Rochester Institute of Technology (RIT), Rochester, NY**  
August 2019- May 2023  
Bachelor of Science, Game Design and Development, Magna Cum Laude, GPA: 3.60

**Sea|mester study abroad, University of South Florida**

January 2021-May 2021

Earned 12 credit hours while sailing from Antigua to Fiji (8,637 nautical miles)  
Completed Professional Skipper and Crew Training. Accomplished multiple certifications in sailing and scuba diving.

**Relevant Courses:**

Game Development and Algorithm Problem Solving II (C# & Photoshop), 2D Animation and Asset Production (Photoshop, After Effects, & Illustrator), Rich Media Web Dev (HTML, CSS & JavaScript), Data Structures & Algorithm Game & Sim II (C++), Leadership Development, AI for Game Environments

**SKILLS:** **Programming Languages:**  
C#, C++, HTML, JavaScript, CSS, Unity

**Tools:**

Visual Studio, VS Code, Unity, Photoshop, After Effects, Illustrator, Premiere Pro, Maya, Blender, Git, WordPress, Elementor

**PROJECTS:** **Whiplash (Academic Project):**  
January 2022  
Created a 3D adventure platformer. Developed the art, menus, and core mechanics. Built in Unity using C#. Photoshop and illustrator used to create the logo. Autodesk Maya and Blender used to create the 3D assets. Worked in a team of 4 to develop the mechanics and gameplay.

**EO Website (Paid Work):**

August 2023

<https://eo-wny.com/>

Created Website for the Entrepreneur's Organization WNY Chapter. Used Elementor, HTML, CSS and JavaScript to create beautiful visuals, easy to use interfaces and efficient navigation.

**The Roaring 20s (Personal Project):**

September 2020

Created a multiplayer RPG board game. Developed core game mechanics, secondary mechanics, art, and all game features. Currently in testing and redesign with plans to publish in the Summer of 2023.

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**WORK  
EXPERIENCE:**

**UI/UX Developer | Intrepid VX**

June 2022-Present

Worked with development team to build a mobile game. Worked with other developers to create a well-made product in the back end. Assist in the creation and implementation of art assets. Communicate needs between development and design in a seamless, comfortable way. Develop and design menus and user interaction to increase accessibility.

**Frontend Developer | Haley Marketing**

June 2020-Present

Worked with Creative Team to design and build websites. Convert design and documents to finished blog posts and web pages. Coordinate with Project Manager and Creative Team to complete projects on time and within budget. Design social media graphics for Digital Marketing Team. Sample projects: [Haley Marketing](#), [Barqar](#), [OnPoint](#).

**Sailing Instructor and Charter Captain | Sail Buffalo Sailing School**

July 2015-Present

Teach and certify new adult students, ranging from age 18-60+, to sail 25ft keelboats during both private, one-on-one, lessons and large groups. Teach and assist in the operation of Junior sailing summer camp, to teach children, age 7-17, to sail and work as a team. Create efficient and effective lesson plans. Entertain and provide a relaxing sailing trip for private charters.

**INTERESTS:**

RIT Club Volleyball

Certified Rescue Diver

200-Ton Yacht Master License

USCG Captain's License

ASA Certified Sailing Instructor for 101 courses

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