



# Trent Cobb

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## Summary

Innovative Game Designer with 3+ years of experience in devising engaging gameplay concepts and design elements while working with colleagues to drive creativity. Talented in developing prototypes and finalized content in line with guidelines and expectations.

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## Skills

### Software

- Unity 3D / C#
- Microsoft Word / PowerPoint / Excel
- Jira / Trello
- Blender
- Gimp

### Personal

- Fast Learner
- Friendly, positive attitude
- Timely and Organized

### Game Design

- Concept development
- Troubleshooting and Testing
- Game design documenting and flow charts

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## Education and Training

### Master of Science

Full Sail University  
Winter Park, FL,  
Game Design, 03/2021

### Bachelor of Arts

University At Buffalo  
Buffalo, NY  
Media Study, 05/2018  
• Minor in Game Design

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## Experience

### Zygodot

*Game Design Intern | Winter Park, FL 06/2020 to 02/2021*

- Consulted with technical team members to build necessary infrastructure for optimal performance levels.
- Managed design documentation detailing mechanics, governing guidelines, and complete story and quest histories.
- Designed and proposed websites, video games and animations that integrated sounds, words and graphics.
- Created distinctive and appealing games by devising fresh and engaging art, sound, video and AI behaviors.
- Prepared and revised initial game sketches using two- and three-dimensional graphical design software.

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## Projects

### Adventure War: Battlefield

*Zygodot | Lead Game Designer | Aug 2020 - Feb 2021*

- Used Unity 3D state machine and C# to create Ai behavior for all player characters, NPCs, and 6 enemy types
- Used Unity 3D and C # to create game systems, including audio, save, combat, quest, inventory, and skill
- Used Google Drive to update game documents and store game assets such as audio, video and sprite files
- Used Blender and Unity Asset Store to design game environment
- Designed game mechanics used throughout game

### Psych

*Zygodot | Game Designer | Jun 2020 - Aug 2020*

- Used Unity 3D state machine and C# to create Ai behavior for player character and 4 enemy types
- Used Google Draw to design top down layout of 4 different levels and create level blockouts
- Designed main menu with assets from art team

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## Websites, Portfolios, Profiles

- <https://www.trentcgaming.com/>
- [www.linkedin.com/in/trentcobbprofile](http://www.linkedin.com/in/trentcobbprofile)