

# MARQUISSE ADAM TRINIDAD

## Game Designer & Programmer

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### About Me

University of Staffordshire Graduate in Games Design and Programming BSc (Hons) which programs in C++ and C# and working in Unreal Engine Blueprints and Unity, handling multiple systems such as UI, inventory, AI systems and various disciplines such as 3D modelling and Map Level Design in both individual and collaborative projects.

### Skills

**Languages:** C++/C#

**Engine & Tools:** Unreal Engine 5 (Blueprints), Unity 6

**Tools:** Github, Blender, Krita

### Key Projects

**University Module - Team Fortress 2 Map (8-Week Level Design) 2025 - 2026**

- Worked with Hammer++ to create a King of the Hill map that was iterated upon four times during the module and is published on the Steam Workshop.
- Iterated using player feedback and robust questionnaire forms
- Optimised the map for loading quickly, patching exploitable areas and for player flow that continually changes.

**Dissertation - Believable RTS AI (2 Semester Dissertation) 2025 - 2026**

- Created an RTS Prototype in Unity with C# featuring resource management, unit types, fog of war and win conditions.
- Created a modifiable RTS AI with an architecture utilising multiple managers for purposes such as resources, unit creation, unit movement and objective control, designed after extensive research into how AI are structured and made believable.
- Consistently achieved believability scores of 7-9 after the first iteration of three, and collected enough data to find a conclusion of believability through balance.

**University Module - Galaga Modernisation (8 Week Low Level Gameplay) 2025 - 2026**

- Researched and recreated a selected Arcade game 'GALAGA 1981' using C++ and SFML 3.0, modernising with a charge shot mechanic.
- Made all of the systems for the game loop to function, importing only the ripped assets, music and SFX and creating new sprites for the modern mechanic.

## Education

### **Games Design & Programming BSc (Hons)**

**2023 - 2026**

University of Staffordshire

- First in Multiplayer Level Design and Believable RTS AI Dissertation
- Worked with Unreal Engine in Collaborative groups using Blueprints and working with various systems, movement, sound, collision events and models.

### **Creative Computing and Games Design UAL L3 Diploma**

**2021 - 2023**

The College Merthyr Tydfil

- Key Grade: Distinction
- Learned game design fundamentals and created two final year projects, a beat-em-up prototype in GameMaker Studio 2 using GameMaker Language (GML) and a Real-Time Strategy prototype in Unreal Engine 4.

### **Creative Computing and Games Design UAL L3 Diploma**

**2016 - 2021**

Blessed Carlo Acutis High School - Bishop Hedley

- All Grades: A's/A\*'s
- Relevant GCSE Graphic Design , worked with Blender, Photoshop and analogue media to create juice bar branding designs and advertisements
- Relevant GCSE Computer Science, learned computer fundamentals and network topologies.
- Extracurricular Trombonist, Robotics member and Senior Prefect, developed soft skills in working with my peers in the Windband/Orchestra, Student Council and Robotics Team.