

Thomas Steinke

Self-taught game developer studying Computer Science.

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WORK EXPERIENCE

Riot Games — Software Engineer Intern

June 2016 - September 2016

Worked on the patcher for League of Legends.

- Designed and implemented a set of data visualizers and monitors to alert the team of any live issues quickly

Weebly, Inc — Software Developer Intern

June 2015 - September 2015

Developed front- and back-end programming software for large clients, building APIs that affect millions of users.

- Planned and executed an inter-platform migration affecting more than 17,000 users
- Participated in the complete overhaul of the user interface.

Software Inventions — Junior Web Developer

September 2014 - June 2015

Developed a single-page web application, programming front-end web services, extending REST APIs, and building a variety of useful tools.

EDUCATION

California Polytechnic State Univ, San Luis Obispo — Computer Science

Expected Graduation: December 2016

Current GPA: 3.604

Some courses taken:

- Operating Systems
- Real-Time 3D Computer Graphics Software
- Design and Analysis of Computer Algorithms

PROJECTS

RGB Zero — Team Manager

Managed a team of 6 to create a fast-paced 3D rhythm racing game.

- Built entirely in C++/OpenGL
- Placed 3rd of all class projects

GAMES

Threetris – Solo Project

→ 720 plays in 2 weeks

Sabotage – Global Game Jam

→ 1st place at Cal Poly

Juicy Pong – Intel XDK Jam

→ 1st place of all entries

AvaJam – Github Game Off III

→ One of 17 winners

Kickbox – Ludum Dare 27

→ More than 450 downloads

Flux – Global Game Jam

→ 2nd place at Cal Poly

Quicksilver – GameBoy Jam 4

→ 15th place of 179 entries

More games on Request

SKILLS

Game design & prototyping

Advanced rendering

MySQL/Database management

Basic networking

Compilers/Interpreters

LANGUAGES

C++/Java/OpenGL

HTML5/CSS3/Javascript

Bash/Python

PHP

Familiar with many more