

# Christian Thompson

Game Developer - Programming, Design, and Implementation



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## PORTFOLIO

### christianjthompson.com

*Includes video samples and listing of detailed features*

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## KEY SKILLS

### Programming:

C++

C#

JavaScript

### Frameworks / Engines:

Unreal Engine

Unity

Game Maker Studio 2

React

Cypress

Selenium

### Tools:

Unreal Automation Tool

Gauntlet Automation

Unity Test Framework

Visual Studio

Git

AWS

Node.js

Jenkins

Docker

PostgreSQL

MongoDB

## EDUCATION

BA College of Arts  
and Sciences

## PROFESSIONAL PROFILE

Talented software engineer with experience across several major game engines with a burning desire to create extraordinary results. Extremely well rounded with experience in both front and back end environments, client and server services, and multiple build pipelines. Able to work efficiently solo on self-directed projects or can quickly become an integral and positive force on a team.

- Well versed in prototyping features and implementing designs
- Extensive knowledge of game design concepts and applications
- Dedicated to writing clean, well documented code that adheres to Coding Standards
- Strong knowledge of Test and Behavior Driven Development methodologies
- Experience with Functional, Unit, Integration, and Regression testing
- Outstanding, flexible verbal and written communication skills
- Proven ability to excel in high stress environments

## EXPERIENCE

Gameplay Programmer and Developer | Contact Basis

2021-present

- Developed over 20 prototypes, several of which were expanded into vertical slices for publisher consideration. Features include:
  - Custom 3rd person intelligent camera systems
  - 1st and 3rd person character controllers with wall running, climbing, sliding
  - Troop formation systems with smart pathing to make adjustments on the fly
  - Mobile and tablet support with touchscreen controls and responsive displays
  - Fully implemented UIs and UX designs
- Contributed 3 full Game Design Documents and implemented accompanying feedback session plans for each
  - Supplemental timelines created for 2 of the proposals that included feature rollout and potential DLC plans
- Created 7 custom editor tools including map editors, spline based movement modules, and fully customizable audio managers
  - Each was created after facilitating meetings with designers in order to make sure that the tools best fit their needs
- Created 11 custom shaders and particle systems for both object model and environment design use
- Implemented a fully automated build process using CircleCI
- Designed a fully automated regression testing suite and integrated it into an existing build pipeline
- Helped write and implement 50+ unit tests for both new and existing features
- Coordinated with artists, QA, and other internal developers to maintain best practices for application development and helped to align ongoing work to established design documents

**Certificates and  
additional training:**

Arbinger Institute Leader  
Development Training

Unreal Engine 5 C++  
Developer Course 2023

The Web Developer  
Bootcamp 2021

The Advanced Web  
Developer Bootcamp

The Complete React  
Developer Course

WebdriverIO - Selenium  
Automation Certification

JavaScript Algorithms  
and Data Structures  
Masterclass

*References available on  
request*

## EXPERIENCE - CONTINUED

Software Quality Assurance Engineer | Lifesize  
2018-2021

- Helped create and maintain a complete automated test suite for the admin console web application using the Cypress framework
  - Additional existing test suites from Adium were later successfully ported over
  - Automated results messaging system created with multiple priority tiers to report on various conditions
- Created and updated 100+ tests on the mobile client using the Selenium framework
  - 97% coverage rate on over 20 different devices
- Planned and created a suite of 500+ test cases covering complete end to end testing using the TestRails application
- Completed 400+ smoke, sanity, and full regression tests at different stages of application development
- Worked with CircleCI to handle our continuous integration and deployment of updated branches to various applications

Game Designer / Technical Trainer | WP Engine  
2012-2018

- Created 8 different educational game modules (built in WordPress) designed to teach webserver troubleshooting methodology
  - Additional feedback survey system created for each module that collected results to help highlight strengths and weaknesses of each participant
- Developed and facilitated the full curriculum for the:
  - L1 Onboarding Program (4 week course)
  - L2 Training Program (2 week course)
  - SME Training Program (2 week course)
- Ran weekly training syncs with 4 overseas partners
- Coordinated weekly with 11 managers on success factors for the support team
- Developed internal mentoring program between our Customer Service and R&D teams
- Launched and supervised 20+ internal training programs within the company

Producer / Client Liaison | Digital Cheetah  
2011-2012

- Oversaw lifecycle of product prototype all the way through launch
- Ensured quality of product while working with QA and R&D to meet promised deliverables by agreed timelines
- Acted as lead liaison for client communication as well as product roll out
- Managed product as additional updates and features were implemented
- Hit all monthly quotas while also delivering on all stretch goals set for the year