




Macadam “Makenzie”
Thomson

Contact

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Education

Toronto Film School

Video Game Design and Development
18-month diploma Oct/23 - Mar/25
Honours list and Presidents list

Hard Skills

- C++, C#, HTML, CSS
- Unity, Unreal Engine
- Microsoft Azure, GitHub
- Rider, Visual Studio
- Clip Studio Paint, Photoshop
- Adobe Illustrator
- Aseprite

Soft Skills

- Problem Solving
- Self Reliant
- Communication
- Collaboration
- Detail Oriented
- Creative Thinking
- Multi-Tasking
- Routing/Planning
- UI Design Patterns

Hobbies

- Historical European Martial Arts
- LARP
- Photography
- Soldering

SUMMARY

UI Developer, 2 years of experience, familiar with C++, C#, CSS, HTML. Built with Unity, Unreal Engine 5, Construct 3. Experienced with Microsoft Azure, GitHub, JetBrains Rider, Microsoft Visual Studio, Clip Studio Paint, Adobe Illustrator and Aseprite. Able to work well in small and larger teams. Familiar with typical large-scale project pipelines and various aspects of game design principles and ideas.

Projects

Alice In Public Domain – Unreal Engine 5 – PC

June 2024 to March 2025

Singleplayer, action, adventure, platformer.

- Spearheaded the User Interface Team in designing and developing almost all UI, decreasing turn around time.
- Leveraged Engine Tools such as, Animation tool, Common UI, to build stack-based menus and made both controller and keyboard/mouse viable playstyles.
- Rapidly prototyped menus, worked closely with artists, increased efficiency and clear communication.

Aim Trainer – Unreal Engine 5 – PC

October 2024 to December 2024

Singleplayer, FPS, shooter.

- Multi-mode aim-training game, made almost entirely of C++.
- Built stack-based menus with Slate UI, designed and programmed in C++.

Beyond the Hills – Unity – Android/Web

July 2024 to December 2024

Singleplayer, Infinite runner

- Stack-based menus in combination with a dictionary that held menus, ensured more better performance and increased readability.
- Object pooled Levels. Placed premade level pieces, then returned to pool, ensured performance overhead was minimal.
- Multi-layered level piece prefabs, supporting multiple effects per piece, sped up development and design time.

Volunteer

Volunteered at Camp Livingstone - Stanstead, QC

Started in 2015 to 2019

- Regularly cleaned, maintained campgrounds, bathrooms, showers.
- Built cedar fence around a large remote control car track.
- Assisted and lead a group through the cleanup of woods campgrounds and construction of stone stairs.
- Helped lead campers through ropes course, RC cars, archery, outdoor pursuits, swimming and axe throwing.