Makenzie Thomson

Legal Name:

Macadam Thomson

Preferred name:

Makenzie Thomson

Contact Info

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SKILLS

- Problem Solving
- Self Reliant
- Communication
- Detail Oriented
- Creative Thinking
- Multi-Tasking
- Routing

HOBBIES

- Historical European Martial Arts – Sword fighting
- LARP
- Photography
- Soldering
- Beginner in American Sign language
- Writing/Reading
- Drawing

EDUCATION

- Toronto Film School - Video Game Design and Development. 18-month diploma – President's list

SUMMARY

UI Developer, 2 years of experience, familiar with C++, C#, CSS, HTML. Built with Unity, Unreal Engine 5, Construct 3, raw C++. 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.

EXPERIENCE

Alice In Public Domain – Unreal Engine 5 – PC
June 2024 to March 2025

- Spearheaded the User Interface Team in designing and developing almost all UI, decreasing turn around time.
- Leveraged UE Tools such as the Animation tool and Common UI, building stack-based menus and making both controller and keyboard/mouse viable playstyles.
- Rapid prototyping of menus, working closely with artists, decreasing wait times and miscommunication.

Aim Trainer – Unreal Engine 5 - PC
October 2024 to December 2024

- Multi-mode aim-training game, made almost entirely of C++.
- Built stack-based menus with Slate UI, designed and programmed in C++.
- Targets that randomly moved around within a corridor instead of destroying and respawning, reducing design difficulty and performance overhead.

Beyond the Hills – Unity – Android/Web
July 2024 to December 2024

- Stack-based menus in combination with a dictionary holding menus, ensuring more readable code and decreased bloat.
- Level piece object pooler. Spawning premade level pieces and returning to the pool, ensuring performance overhead was kept minimal.
- Multi-layered level piece prefabs to support multiple effects per level piece, speeding up development and design time.

Volunteer at Camp Livingstone - Stanstead, QC
Started in 2015 to 2019

- Regularly cleaned campgrounds, bathrooms, showers.
- Built a cedar fence around a large RC track.
  - Assisted and lead people 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.