Thomas Mezzie

San Diego, CA

Game Developer/Designer

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Linkedin | **Github** | **Itch.io** | **tommezzie.com**

C++ - 5 years| C# - 3 years| Python - 1 year| HTML/CSS - 2 years| JavaScript - 2 years
Unity - 3 years| Unreal - 3 years| Git - 3 years| Blender - 1 year| Visual Studio - 5 years| Photoshop - 2 years

WORK EXPERIENCE

Hexfork   **Aug 2023 – Jan 2024**

Game Developer Intern   Remote

- Played a vital role in a professional game development team and writing **Unreal Engine Blueprints** and **C++** code, with an emphasis on creating reliable and scalable systems.
- Play Tested and debugged our other teams project, wrote bug reports and communicated issues with the design and gameplay.
- Provided essential support in areas such as **Unreal network replication**, animation interfacing, and **AI behavior trees**, resulting in a polished and engaging gaming experience.

McDonalds   **Aug 2019 – July 2023**

Crew   Yucaipa, CA

EDUCATION

California State University, San Bernardino   **May 2023**

Bachelor of Arts, Computer Systems Game Development   San Bernardino, CA

- Comparable to Computer Science with a focus on **game development** and **game design courses.**

Crafton Hills College   **May 2021**

Associate in Science, Computer Science   Yucaipa, CA

Associate of Art, Mathematics

- Dual majored two STEM majors full time

PROJECTS

AstralBlade| 3D Hack and Slash | Unreal Engine | C++ | **Github Repo**   **2024**

Roles: Project Lead | Gameplay Programmer |Level Designer

- Developed a deep combat system with multiple attack types, blocking, target lock on, and destructible objects
- Created an **Auto Generating landscape** material which dynamically determines optimal texture placement based on surface normals, drastically expediting terrain creation process and enhancing visual fidelity.
- Led a development team of six people, coordinated tasks with **Trello** and ensured effective communication.

MechroKnights | 3D Mech Fighter |Unity | C# | **Github Repo**   **2023**

Roles: Project Co-Leader|Combat Programmer|UI Design/Programmer|Level Design

- Developed fighting game AI using **A* pathfinding** and **Stack-Based Finite State Machine.**
- Programmed and designed Unity UI with PC, controller, and mobile input support.
- Designed a mech combat system using flowcharts to ensure fluid and immersive gameplay.

Crystalpunk: Heart of Steam | 3D Platform Shooter | Unity | C# | **Github Repo**   **2023**

Roles: Project Co-Leader|Game/Graphics Programmer|UI Design/Programmer|Level Design

- Utilized **Agile Scrum Sprints** for timely completion, delivering the project two weeks **ahead of the deadline.**
- Used **Unity Shader Graphs** for custom cel-shaders and water shaders with minimal performance impact.
- Implemented **intelligent AI** with patrolling, attacking, and hiding states for both melee and ranged enemies.
- Applied linear math to program a 3D character controller that reacts to slope and camera positioning.

INTERESTS

Hobbies: Drumming | Studying Japanese | Art | D&D | Music | Gaming
Favorite Games: Zelda | Rocket League | Minecraft | Super Smash Bros. | Valheim | Beat Saber | Elden Ring