

Thomas Mezzie

Game Developer

San Diego, CA

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[LinkedIn](#) | [Github](#) | [Itch.io](#) | [tommezzie.com](#)

C++ - 5 years | C# - 4 years | Python - 2 years | HTML/CSS - 2 years | JavaScript - 2 years | Lua - 1 year
Unity - 3 years | Unreal - 3 years | Git - 3 years | Visual Studio - 5 years

WORK EXPERIENCE

Trashfire Games

Jan 2024 – Current

Gameplay Programmer

Remote (Team of 25)

- Programmed enemy AI and player controller for a 3rd person hack and slash game in Unity C#, incorporating telekinesis combat mechanics.
- Assisted in pull requests, checking code quality and ensuring satisfaction of company standards.

Hexfork

Aug 2023 – Jan 2024

Gameplay Programmer Intern

Remote (Team of 12)

- Contributed to Unreal Engine networking for a 3v3 party game, including integration with Steam's networking features and implementation of a server browser.
- Owned the development of self-driving car mechanics as a central gameplay feature, featuring advanced AI logic for autonomous navigation, integrated GPS system for location tracking, automatic rerouting, and obstacle avoidance.

PROJECTS

The Last Wager | Card Game | Unity | C# | [Github Repo](#)

2024

Roles: UI Programmer | Gameplay Programmer | Level Design | Design

(Team of 4)

- Created the game within a 48-hour timeframe, ensuring functionality and playability under tight deadlines.
- Conceptualized and designed the card abilities and overall game loop, driving the core mechanics and player experience and managing scope.
- Collaborated with a back-end developer to integrate a grammar-based card logic system, enabling the generation of new abilities dynamically based on player interactions.

MechroKnights | 3D Mech Fighter | Unity | C# | [Github Repo](#)

2023

Roles: Gameplay Programmer | UI Programmer

(Team of 5)

- Implemented an energy and stun system, enhancing the feeling of piloting a mech by requiring strategic resource management and adding depth to the gameplay experience.
- Developed fighting game AI with A* pathfinding and Stack-Based Finite State Machine, enabling opponents to exhibit strategic decision-making.
- Programmed a versatile player controller and UI with multiple supported inputs, resulting in the ability to seamlessly switch between keyboard and controller.

Crystallpunk: Heart of Steam | 3D Platform Shooter | Unity | C# | [Github Repo](#)

2023

Roles: Gameplay Programmer | UI Programmer

(Team of 6)

- Applied linear math to program a custom 3D character controller that reacts to slope and camera positioning.
- Earned 1st place in a class-wide vote, and received commendation from the professor for demonstrating exceptional skill and dedication in creating an ambitious project.
- Created a shop system with permanent player upgrades and consumables, increasing playtime and replayability.
- Utilized Agile Scrum Sprints for timely completion, delivering the project two weeks ahead of the deadline.

EDUCATION

California State University San Bernardino

May 2023

Bachelor of Arts, Computer Systems Game Development

San Bernardino, CA

- Studied Computer Science with a specialized focus in game development and design.

Crafton Hills College

May 2021

Associate in Science, Computer Science

Yucaipa, CA

Associate of Art, Mathematics

INTERESTS

PC Building | Custom Keyboards | Game Jams | Drumming | Studying Japanese | Art | D&D | Music | Gaming