Thomas Mezzie

Software Engineer & Game Developer

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

WORK EXPERIENCE

Cornered Rat Software   **Sept 2024 - Current**

Unreal Developer

- Maintained and optimized a live multiplayer application built in Unreal Engine 5, using C++ and Blueprints to diagnose bugs, refactor legacy systems, and enhance overall performance and stability.
- Supported a major engine migration from Unreal Engine 4 to 5 by updating core systems, integrating third-party plugins, and resolving version compatibility issues across the codebase.
- Managed tasks and bugs through Jira and contributed to detailed technical documentation in Confluence to support cross-team collaboration and knowledge retention.
- Contributed to the development of a high-visibility title with over 40,000 Steam wishlists prior to launch, working under NDA in a collaborative, remote team environment.

Trashfire Games   **Jan 2024 – Feb 2025**

Gameplay Programmer

- Developed modular C# systems for AI behavior, physics interactions, and pathfinding logic using state machines, ensuring efficient and maintainable gameplay features applicable to real-time software environments.
- Collaborated in a version-controlled team environment using Git, resolving merge conflicts and refining branching strategies to support smooth development and deployment pipelines.

Hexfork   **Aug 2023 – Jan 2024**

Game Programmer

- Conducted detailed code reviews, utilized Git for version control, and handled merge conflicts and commit management, ensuring smooth team collaboration and high-quality code.

PROJECTS

Portfolio Website | HTML | CSS | JavaScript | **tommezzie.com**   **2023**

- Built a portfolio website from scratch with HTML, CSS, JavaScript, and hosted it on a custom domain.
- Ensured cross-device compatibility with responsive design for both mobile and desktop platforms.
- Implemented user analytics using JavaScript and Google Analytics to track visitor behavior, monitor page performance, and optimize the user experience based on collected data.

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

Roles: Project Lead | Gameplay Programmer | Level Designer

- Developed a combat system with multiple attack types, blocking, target lock on, and destructible objects
- Created an auto-generating landscape material that dynamically places textures based on surface normals, speeding up terrain creation and improving visual quality.
- Led a development team of six people, coordinated tasks with Trello and ensured effective communication.

EDUCATION

California State University San Bernardino   **May 2023**

Bachelor of Arts, Computer Systems   San Bernardino, CA

- Relevant Courses: Web Development, Software Engineering, Machine Learning, Computer Graphics

Crafton Hills College   **May 2021**

Associate in Science, Computer Science   Yucaipa, CA

Associate of Art, Mathematics

Technical Skills & Interests

Skills:

- **Programming Languages:** C++ (3 years), C# (3 years), Python (2 years), JavaScript HTML/CSS (2 years)
- **Game Development:** Unity (3 years), Unreal Engine (2 years), Godot (1 year)
- **3D Mathematics:** Linear Algebra, Vector Math, Matrix Transformations, Quaternions, Multivariable Calculus
- **Software Development:** Git, Visual Studio, Version Control, Test-Driven Development (TDD)
- **Collaboration Tools:** Jira, Trello, Slack, Confluence