

Thomas Mezzie

Gameplay Programmer

San Diego, CA

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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 | Visual Studio - 5 years

WORK EXPERIENCE

Hexfork

Aug 2023 – Jan 2024

Gameplay Programmer Intern

Remote (Team of 12)

- Wrote and maintained **Unreal Engine Blueprints** and **C++**, with an emphasis on creating reliable and scalable systems.
- Implemented self-driving car gameplay mechanics, featuring advanced AI logic for autonomous navigation, integrated GPS system for location tracking and automatic routing, obstacle avoidance, and obeying traffic lights.

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, and target lock on.
- Created destructible objects that can be sliced into pieces.
- Programmed 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

- Applied linear math to program a custom 3D character controller that reacts to slope and camera positioning.
- Created an unlockable shop system with permanent player upgrades and consumables.
- Utilized **Agile Scrum Sprints** for timely completion, delivering the project two weeks **ahead of the deadline**.
- Implemented **intelligent AI** with patrolling, attacking, and hiding states for both melee and ranged enemies.

INTERESTS

Hobbies: Game Jams | Drumming | Studying Japanese | Art | D&D | Music | Gaming

Favorite Games: Zelda | Rocket League | Minecraft | Super Smash Bros. | Valheim | Beat Saber | Elden Ring