Thomas Mezzie

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Game Developer/Designer thomasmezzie@gmail.com | (951) 692-2422 | **Linkedin** | **Github** | **Itch.io**

WORK EXPERIENCE

Hexfork **Aug 2023 – Current**

Game Developer Intern Remote

○ Played a key role in a professional game development team, Developed Unreal Engine Blueprint and C++ code for an upcoming commercial game.

○ Contributed significantly to the development and planning of a soon-to-be-published game, assisted with Unreal network replication, animation interfacing, and AI behavior trees

McDonalds **Aug 2019 – July 2023**

Crew Yucaipa, CA

○ Developed time management and multitasking skills while balancing work with academics full-time

○ Acquired cross-training in multiple positions, demonstrating strong customer service skills and adaptability

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 for Transfer, Computer Science Yucaipa, CA

Associate of Art, Mathematics

PROJECTS

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

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

○ Developed fighting game AI using A* pathfinding and Stack-Based FSM

○ Designed 3D arena levels, designed and programmed the user interface

○ Leveraged prefabs and a checkout system for efficient collaboration

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

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

○ Fantasy Steampunk setting with custom 3D models and terrain using Unity's Terrain System

○ Utilized proper sprint management techniques to ensure efficient progress and timely completion of the project

○ Used Unity Shader Graphs for cel shading and water shaders

○ Implemented dynamic NavMesh AI for both melee and ranged enemies

○ Created a fully custom 3D character controller from scratch

ChromaThoth | 2D Bullet Hell | Unreal Engine | C++ | **Github Repo**

Roles: Project Lead | Player and AI Programmer | Designer

○ Created a flexible grid based movement system that allows for easy expandability

○ Led a development team of six people, coordinated tasks and ensured effective communication.

LANGUAGES & SOFTWARE

C++ - 5 years | C# - 3 years | Python - 1 year | HTML - 1 year | JavaScript - 1 year

Unity - 3 years | Unreal - 1 year | Git - 3 years | Blender - 1 year | Visual Studio - 5 years | Photoshop - 2 years

INTERESTS

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

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