

Thomas Mezzie

Game Developer

San Diego, CA

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WORK EXPERIENCE

Confidential Studio Sept 2024 - Current

Unreal Developer

- Maintained and optimized a live service Unreal Engine 5 project, troubleshooting bugs and refactoring code using C++ and Blueprints for a multiplayer WWII shooter.
- Utilized Jira for task tracking and bug management, and Confluence for project documentation.
- Contributed to a title that has garnered 40,000 wishlists on Steam pre-launch.

Trashfire Games Jan 2024 – Current

Gameplay Programmer / Level Designer

- Developed enemy AI and player mechanics for a 3rd person hack-and-slash game in Unity (C#), using advanced vector math to create responsive telekinesis-based combat.
- Utilized Git to resolve version control conflicts, implement bug fixes, and optimize branching strategies, significantly reducing code merge issues and improving team collaboration.
- Assisted team members in debugging and refactoring code by conducting detailed code reviews and providing mathematical insights, ensuring adherence to performance and quality standards.

Hexfork Aug 2023 – Jan 2024

Gameplay Programmer / Unreal Programmer

- Led a cross-functional team to develop self-driving car mechanics, including collision detection, AI algorithms for navigation, obstacle avoidance, GPS rerouting, and intuitive UI for player interaction.

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 scroll-to-section links and fullscreen image option to enhance user experience.

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 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 Game Development San Bernardino, CA

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
- **Software Development:** Git, Visual Studio, Version Control, Test-Driven Development (TDD), Continuous Integration/Continuous Deployment (CI/CD)
- **Networking:** Steam API Integration, Multiplayer Networking, Client-Server Architecture
- **UI/UX Design:** User Interface Programming, Front-End Integration, Responsive Design
- **Collaboration Tools:** Jira, Trello, Slack, Confluence

Interests:

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