

Thomas Mezzie

Game Developer/Designer

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LANGUAGES & SOFTWARE

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

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.

INTERESTS

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

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