

# Thomas Mezzie

Game Developer/Designer

LANGUAGES & SOFTWARE

San Diego, CA 92117

thomasmezzie@gmail.com | (951) 692-2422

[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

Remote

- Contributed throughout the entire development process of a **soon-to-be-released Steam game**, actively involved in key decisions and collaborating with an **interdisciplinary team**.
- Played a vital role in a professional game development team and writing **Unreal Engine Blueprints** and **C++** code, with an emphasis on creating reliable and scalable systems.
- Provided essential support in areas such as **Unreal network replication**, animation interfacing, and **AI behavior trees**, resulting in a polished and engaging gaming experience.

### McDonalds

Aug 2019 – July 2023

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

## PROJECTS

**MechroKnights** | 3D Mech Fighter | Unity | C# | [Github Repo](#)

**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.

**Crystallpunk: 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 **Agile Sprints** for timely completion, delivering the project two weeks **ahead of the deadline**.
- Used **Unity Shader Graphs** for custom cel-shaders and water shaders with minimal performance impact.
- Implemented **intelligent AI** with patrolling, attacking, and hiding states for both melee and ranged enemies.
- Applied linear math to program a 3D character controller that reacts to slope and camera positioning.

**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
- Designed wave-based combat featuring diverse enemy types and attack patterns.
- Led a development team of seven 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