

# Thomas Mezzie

Game Programmer/Designer

San Diego, CA

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[LinkedIn](#) | [Github](#) | [Itch.io](#) | [tommezzie.com](#)

C++ - 5 years | C# - 3 years | Python - 2 years | HTML/CSS - 2 years | JavaScript - 2 years | Lua - 1 year

Unity - 3 years | Unreal - 3 years | Git - 4 years | Visual Studio - 5 years | Blender - 1 year

## WORK EXPERIENCE

### Trashfire Games

Jan 2024 – Current

Gameplay Programmer

Remote (Team of 25)

- Designed and programmed AI behavior for three distinct enemy characters, resulting in engaging and challenging gameplay well-received by playtesters and increased average playtime at expos.
- Designed combat encounters while taking pacing, flow, and balance into account to create an enjoyable experience.
- Assisted in pull requests, ensuring code quality and alignment with the company's design vision.

### Hexfork

Aug 2023 – Jan 2024

Unreal Developer

Remote (Team of 12)

- Assisted with Unreal Engine networking for a 3v3 party game, including integration with Steam's networking features and implementation of a server browser on both a front end and back end level.
- Collaborated closely with the design team to swiftly prototype gameplay concepts with Unreal Blueprints, wrote and maintained GDDs, and present and iterate on gameplay ideas, facilitating agile development.

## EDUCATION

### California State University, San Bernardino

May 2023

Bachelor of Arts, Computer Systems Game Development

San Bernardino, CA

- Studied Computer Science with a specialized focus in game development and design.

### Crafton Hills College

May 2021

Associate in Science, Computer Science

Yucaipa, CA

Associate of Art, Mathematics

## PROJECTS

**AstralBlade** | 3D Hack and Slash | Unreal Engine | C++ | [Github Repo](#)

2024

**Roles:** Level and Systems Designer | AI Programmer | VFX Programmer

(Team of 6)

- Designed and implemented a deep combat system with multiple attack types, blocking, and a target lock-on system.
- Developed destructible objects with slicing mechanics, resulting in a more interactive gameplay environment.
- Created an auto generating landscape material which dynamically determines optimal texture placement based on surface normals, cutting terrain creation time in half and enhancing visual fidelity.

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

2022

**Roles:** Team Lead | Gameplay Programmer | UI Programmer

(Team of 6)

- Applied linear math to program a custom 3D character controller that reacts to slope and camera positioning.
- Led a team of 6 to earn 1st place out of 20 teams in a vote between two classes, and received commendation from the professor for demonstrating exceptional skill and dedication in creating an ambitious project.
- Created a shop system with permanent player upgrades and consumables, increasing playtime and replayability.
- Utilized Agile Scrum Sprints for timely completion, delivering the project two weeks ahead of the deadline.

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

2023

**Roles:** Level and Systems Designer | Gameplay Programmer | UI Programmer

(Team of 5)

- Designed and Implemented an energy and stun system, enhancing the feeling of piloting a mech by requiring strategic resource management and adding depth to the gameplay experience.
- Developed fighting game AI with A\* pathfinding and Stack-Based Finite State Machine, enabling opponents to exhibit strategic decision-making.
- Programmed a versatile player controller and UI with multiple supported inputs, resulting in the ability to seamlessly switch between keyboard and controller.

## INTERESTS

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