






# Thomas Gardiner

## Roblox Game Developer

 <https://pinecrumb.github.io>  
 [pinecrumb.business@gmail](mailto:pinecrumb.business@gmail.com)  
 New Hampshire, U.S.

## Education

Savannah College of Art and Design (SCAD)  
2018 - 2022  
BFA Game Development  
GPA: 3.83 / 4.00

## Skills

### Programming

Lua  
Unity C#  
Unreal C++ & Blueprints  
HTML + CSS + JavaScript

### Game Art

Blender  
Autodesk Maya  
Substance Painter

### Game Engines

Roblox  
Unity  
Unreal Engine

### Other

Adobe Illustrator  
Adobe Photoshop  
Adobe Premiere

## References

**Chris Campbell** - Principal Designer @ Supersocial  
Contact at [droidcrijon@gmail.com](mailto:droidcrijon@gmail.com)

**Joseph Stramaglia III** - Lead Game Designer @ Supersocial  
Contact at [joseph.stramaglia@gmail.com](mailto:joseph.stramaglia@gmail.com)

## Production (cont).

### King of the Krill

Sept 2019 - June 2020

#### Creator and Developer

Created a simulator / rogue like hybrid, using the project to practice programming and as a vessel for college UI designing assignments.

### Self Production

2014 - Present

Continually pursuing my love of game development, learning as much as I can about this amazing medium to create innovative and cool stuff 🤖

## Production

### SteelFront

Dec 2022 - March 2023

#### CoCreator and Developer

Created SteelFront, a war game like no other. Programmed backend & frontend for a destructible world, complex & destructible vehicles, and a deep building system.

### Supersocial

April 2021 - Feb 2022

#### Lead Developer

Led development of Land of Merchants, an open world shopkeeping game. Programmed a complex & performant world of customers, designed & programmed an innovative crafting system, and led an incredible team of contractors.

### Voldex

May 2020 - May 2021

#### Lead Programmer

Programmed Robbery Simulator's 2.0 update. Adapted to a framework for creating a missions system, designed missions, and collaborated with artists to implement them.

### City 8 Roleplay

Jan 2021 - April 2021

#### Gameplay Programmer

Designed & programmed state based enemy headcrabs, and interactable armored APC vehicles.

### Modblox Games

July 2019 - April 2020

#### Fullstack Programmer

Programmed common simulator features for Titan God Simulator, from importing & programming UI on the frontend, to creating a fully functioning pet system and more on the backend.

Find MUCH more about my career at  
<https://pinecrumb.github.io>

