Thomas Gardiner
Roblox Game Developer

https://pinecrumb.github.io

pinecrumb.business@gmail

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

Joseph Stramaglia III - Lead Game Designer @ Supersocial
Contact at 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 persuing my love of game development, learning as much as I can about this amazing medium to create innovative and cool stuff 😎

Production

Tygoonery
March 2022 - Present
Founder and Developer

Founded a studio for creating Tycoon games, creating a plugin that can make tycoons in minutes.

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 me and my career at https://pinecrumb.github.io