**Thomas Gardiner**

**(aka PineCrumb)**

A passionate Roblox developer with 10+ years of platform experience.

**Portfolio**

<https://pinecrumb.github.io>

# EDUCATION

Savannah College of Art  
and Design (SCAD)

2018 to 2022

BFA in Game Development

GPA 3.83/4.00

# SKILLS

**Programming**

Luau

Unity C#

Unreal C++/Blueprints

HTML/CSS/JavaScript

**Game Engines**

Roblox Studio

Unity

Unreal Engine

**Game Art**

Blender

Autodesk Maya

Substance Painter

**Other**

Adobe Illustrator

Adobe Photoshop

Adobe Premiere Pro

# CONTACT

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# WORK HISTORY

**Tygoonery: Founder and Developer (03/23 to 10/23)**<https://pinecrumb.github.io/tygoonery>

* Established a game studio specialized in making tycoon games.
* Developed a powerful toolset for constructing tycoons, enabling designers to rapidly make playable tycoons in minutes without any code.
* Conducted expansive market research, finding deep insights into Roblox’s trends and metas.
* Leveraged Notion to create internal roadmaps for effective planning and deadline management.

**Land of Merchants by Supersocial: Lead Developer (04/21 to 02/22)**<https://pinecrumb.github.io/land-of-merchants>

* Recruited and managed a team of contractors, writing intricate instructional guide documents and initiating open channels for progress communication.
* Frequently collaborated with upper management to scope out features, roadmaps, and timelines.
* Built an active discord community of 2,000 members prerelease.
* Engineered an innovative system for efficient AI pathfinding in a vast open world, writing a plugin that prebakes paths for traversal without needing physics or ground check raycasts.
* Wrote and integrated a behavior algorithm that calculates AI customer item preferences and translates output into expressive features.
* Engineered an immersive crafting system featuring diegetic UX in the game world.

**SteelFront by RareFront: CoCreator and Developer (10/22 to 03/23)**<https://pinecrumb.github.io/steelfront>

* Engineered a versatile destruction system, offering players an unparalleled fully destructible combat experience. Utilized algorithms such as mark and sweep and object pooling.
* Engineered versatile component-based combat vehicles that are fully destructible, using advanced replication techniques to ensure optimal smoothness for clients.
* Devised an intricate building system, empowering players to build complex functional structures.

**Robbery Simulator 2.0 by Voldex: Lead Programmer (05/20 to 05/21)**<https://www.roblox.com/games/2822624110/Robbery-Simulator>

* Adapted to a pre-existing codebase, adopting stylistic guidelines for consistency and cohesion.
* Onboarded programmers into the codebase and conducted code reviews.
* Engineered a versatile mission system, enabling designers to create diverse missions.
* Blocked out play areas and closely collaborated with artists for high quality missions.
* Deployed missions to millions of players in a 2.0 update, tracked bugs with GameAnalytics, and reviewed player feedback collected from an in-game feedback prompt.

**Half-Life Roleplay: Gameplay Programmer (01/21 to 04/21)**<https://www.roblox.com/games/8906378074/HALF-LIFE-City-8-Roleplay>

* Engineered an armored vehicle on a specified chassis, integrated component-based controls, and programmed a player controlled turret with optimized replication.
* Engineered and modeled an AI driven headcrab enemy featuring state based behavior, including chasing players to leap and latch onto players heads.

**Titan God Simulator by Modblox: Full Stack Programmer (07/19 to 04/20)**<https://www.roblox.com/games/2870343637/Titan-God-Simulator>

* Launched an original title from its inception to 2.5M+ players.
* Engineered core simulator game mechanics: pets, pet inventory, pet trading, “Pet Dex”, egg opening, boosts, daily challenges, and leaderboards.
* Demonstrated post-release commitment by promptly resolving bugs, integrating user feedback, and closely following a tight update roadmap.
* Worked with QA to resolve issues prerelease.
* Onboarded and guided new programmers during post-launch phase.
* Translated complex UI designs from photoshop files into Roblox studio, modularly separating assets and assembling them into robust scalable interfaces for all devices.