**Thomas Gardiner**

Roblox Developer of 10+ Years

# EDUCATION

Savannah College of Art and Design (SCAD)

2018 to 222

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

# REFERENCES

**Chris Campbell**

Principal Designer @ Supersocial

[droidcrijon@gmail.com](mailto:droidcrijon@gmail.com)

**Joseph Stramaglia III**

Lead Game Designer @ Supersocial

[joseph.stramaglia@gmail.com](mailto:joseph.stramaglia@gmail.com)

# CONTACT

<https://pinecrumb.github.io>

[pinecrumb.business@gmail.com](mailto:pinecrumb.business@gmail.com)

4015256893

New Hampshire, U.S

# WORK HISTORY

**Tygoonery**

March 2023 to Oct 2023

**Founder and Developer**

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

**SteelFront**

Dec 2022 to March 2023

**Cocreator and Developer**

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

**Supersocial**

April 2021 to 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 to May 2021

**Lead Programmer**

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

**City 8 Roleplay**

Jan 2021 to April 2021

**Gameplay Programmer**

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

**Modblox**

July 2019 to April 2020

**Full Stack 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.

**King of the Krill**

Sept 2019 to 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 to 2023

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