SKY THOMPSON

Platform Tools Developer | Game Ops Engineer | Creator Tech Specialist

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Platform Engineer for Games & Interactive Media I build backends, internal tools, and live systems that keep games and digital platforms running smoothly. With a foundation in cloud-native dev, game engines (Unity, Unreal), and API integrations, I specialize in building infrastructure that supports real-time play, creator tooling, and player account systems. Currently seeking roles in game tools engineering, live ops, or platform support.

AREAS OF EXPERTISE

Platform Tools Development • Game Ops & Internal Systems • Unity / Unreal Integration • API & Auth Systems (REST, Firebase, 2FA) • Front-End + Back-End Architecture • Airtable + Softr Automation • Creator Tech & No-Code Prototyping • Studio Dashboards • Scheduling & Inventory Systems • DevOps (PM2, Docker, GitHub Actions) • Agile Workflow (Scrum, Cross-Functional Dev) • Cloud Platforms (Firebase, AWS, GCP)

PROFESSIONAL EXPERIENCE

Freelance Full-Stack Developer Remote |
Client-Based Projects May 2024 – Present
Designed internal tooling and backend systems for client businesses in hospitality and creative industries, with a focus on operational automation, dashboard UX, and real-time inventory managements.
- Built custom Airtable-based platforms mimicking studio live ops dashboards, upgrading manual workflows and saving teams 10–15 hours/week.
- Engineered booking, scheduling, and notification pipelines using Firebase + Bubble API, such as systems used in small-scale multiplayer support.
- Deliver fully deployed internal SaaS platforms including onboarding to QA and modeling end-to-end dev flow in startup/studio settings.
- Often work with React and REST APIs to rapidly prototype interfaces for internal projects.
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Animal Rescue Data Map (SaaS – Personal Project) As of July 2025	**No-Code Portfolio Platform forDigital and Content Creators**
• Built a custom dashboard using Google Maps API + Airtable to spotlight shelters with high behavioral euth rates • Cleaned inconsistent public shelter datasets using Python and mapped trends to flag at-risk locations • Designed the layout for clarity and speed, making the tool usable for busy, non-technical rescue teams	Webflow + Notion + Google Sheets + Custom Scripts Wix Studio + REST APIs + GA4 | 2024 • Built responsive site with embedded analytics (Google Analytics 4) and form-based lead capture. • I Integrated REST APIs to allow creators to link external profiles and track click-through rates. • Inspired by tooling used in creator economy platforms including social commerce.

Software Engineer – Simulated Internship
Maxx Potential | Remote
Jan 2025 – Mar 2025
- Constructed and planned a secure full-stack authentication system with MongoDB, Node.js, and 2FA using Google Console APIs — delivering login and access control features found in game account management.
- Integrations of PM2, Ngrok, and Git version control to optimize DevOps and local deployment environments
- Delivered production-ready UI aligned with branding using HTML, CSS, and JavaScript in an agile team workflow.

Software Developer Trainee Year Up United
| New York, NY (Hybrid) Aug 2024 – May 2025

Formalized technical training + real-world exposure through mentorship, cross-functional dev sprints, and cloud fundamentals.
- Completed intensive full-stack training with specialization in JavaScript, Python, and cloud platforms (AWS, Firebase).
- Collaborated on internal tools and mini-platform builds in team-based projects, following Scrum & Agile best practices.
- Moderated panels with senior engineers and technical PMs, gaining insight into effective cross-functional communication and platform lifecycle management.

EDUCATION & TRAINING

HUDSON COUNTY COMMUNITY COLLEGE	*Jersey City, NJ*
ASSOCIATE'S DEGREE	COMPUTER SCIENCES	*2025*
	Secaucus, NJ
HIGH TECH HIGH SCHOOL HIGH SCHOOL DIPLOMA	*2020*

TECHNICAL SKILLS

Languages: JavaScript, Python, C#, C++, SQL, HTML/CSS/SASS

Frameworks & Libraries: Node.js, React, Vue, Django, Flask

Databases: MongoDB, Firebase, PostgreSQL, MySQL

DevOps & Cloud: Firebase Auth, AWS Lambda, GCP, PM2, Docker, GitHub, CI/CD

Game Development: Unity (C#), Unreal Engine (Blueprints, C++), Blender

Tooling & Automation: Airtable (Advanced), Softr, Google APIs, REST/GraphQL

Platform & Analytics: Google Analytics 4, HubSpot, Campaigner, Google Ads

LICENSES & CERTIFICATIONS

AWS Cloud Essentials Knowledge

freeCodeCamp: JavaScript, Back-End APIs, Front-End Libraries

Forage: EA Software Engineering, Accenture Dev Services, HSBC Digital Business

Udacity: Intro to Programming Nanodegree

HackerRank: C#, Node.js, SQL, JavaScript

Self Paced Learning & Developments

HarvardX: CS50's Intro to Game Development (In Progress – 2025)

Hands-on course understanding 2D/3D game development using frameworks Unity (C#), LÖVE2D (Lua), including OpenGL/SDL.

Learning fundamentals of game loops, state machines, collisions, rendering, and audio systems through recreations of classic games.

CS50x: Intro to Computer Science – HarvardX via edX

Completed instructor, David J Malan's entry level lectures and course.

Gained hard skills in C, Python, algorithms, memory, data structures, and basic web dev using Flask. Final project: a simple full-stack app implementing full course requirements.

Introduction to AI with Python – HarvardX via edX

Completed instructors, David J Malan's and Brian Yu's lectures and course.

Developed Python-based AI tools (search, logic, constraint satisfaction). Applied core AI concepts through hands-on exercises.