

# Thomas Applewhite

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## EDUCATION

### Bachelor of Science in Computer Game Design

University of California, Santa Cruz

August 2021

## SKILLS

Software and Development: Unity, Git, Unix, Phaser 3, JavaFX, Construct 3, SIOBS, OBS

Programming Languages: C++, C#, JavaScript, Python, Java, C, HTML

## PROJECTS

### *Skein* – Independent Contracting

July 2021 – Present

- Developed robust, dynamic, and non-euclidian 3D Maze system with pathfinding support
- Adapted first-party and third-party code to fulfill technical and aesthetic goals

### *Gods of Corruption* – Senior Capstone Project

October 2020 – June 2021

- Prototyped core systems for new game concept
- Designed system architecture as a base for further development
- Made major contributions to core gameplay by programming bosses and generic systems

### *DARKWORLD's Descent* – Game Design & Development Experience

April 2020 – June 2020

- Designed and developed the entire codebase of the game (not including frameworks)
- Created pipelines early on for easy asset implementation late in development

### *Five Stars in the Dark* – Senior Capstone Project

January 2020 – June 2020

- Developed specialized audio systems for exceptional stereo audio in-game
- Upgraded player-tracking systems for improving in-game responses to player actions
- Recieved Technical Innovation Award at UCSC Showcase of Games 2020

## EMPLOYMENT

### Independent Contracting – Unity Programmer

July 2021 – Present

### Baskin School of Engineering – Reader/Tutor

January 2020 – June 2021

- Tutored undergraduates in lower and upper division game design classes

### iD Tech – Instructor

June 2019 – August 2019

## EXTRA-CURRICULARS

### GDA – Programming Officer & Programming Lead

February 2019 – June 2021

- Maintained blog and website as Webmaster (February 2019 – January 2020)
- Mentored and advised club programmers as Programming Officer
- Guided technical vision and managed development of three GDA titles as Programming Lead