Thomas Applewhite

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EDUCATION

Bachelor of Science in Computer Game Design   August 2021
University of California, Santa Cruz

SKILLS

Software and Development: Unity, Git, Unix, Phaser 3, JavaFX, Construct 3, SlOBS, OBS
Programming Languages: C++, C#, JavaScript, Python, Java, C, HTML

PROJECTS

Gods of Corruption – Senior Capstone Project   October 2020 – June 2021
- Prototyped core systems for new game concept
- Designed system architecture to base further development on
- Made major contributions to core gameplay by programming bosses and generic systems

CtEC – Introduction to Software Engineering   June 2020 – July 2020
- Built Graphical User Interface for model-based bash script writing tool
- Expanded JavaFX functionality to fit project needs

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

Baskin School of Engineering – Reader/Tutor   January 2020 – June 2021
- Tutored undergraduates in lower and upper division game design classes
- Assisted Teaching Assistants and Professors with leading classes, when appropriate

iD Tech – Instructor   June 2019 – August 2019
- Taught teenage campers the basics of eSports, Streaming, Broadcasting, and Marketing

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