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, OBS, UE4, UE5
Programming Languages: C++, C#, JavaScript, Python, Java, C, HTML

EMPLOYMENT
Software Engineer I – GameSim Inc.   October 2021 – Present
  • Formerly Marching Cube

Unity Programmer – Independent Contracting   July 2021 – October 2021

Reader/Tutor – Baskin School of Engineering   January 2020 – June 2021
  • Tutored undergraduates in lower and upper division game design classes

PROJECTS
Unannounced Project – GameSim Inc.   November 2021 – Present
  • Ownership of legacy, project-critical online and networking functionality
  • Primary support engineer for technical artists for gameplay-driven visual effects
  • Traveled to work onsite in client spaces to assist and lead critical development

Skein – Independent Contracting   July 2021 – November 2021
  • Developed robust, dynamic, and non-euclidean 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
  • Received Technical Innovation Award at UCSC Showcase of Games 2020