

Thomas Applewhite

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EDUCATION

Bachelor of Science in Computer Game Design with Honors
University of California, Santa Cruz

August 2021

SKILLS

Software and Development: **UE5, UE4, Godot**, Unity, Git, Perforce, Unix, Phaser 3, JavaFX,
Programming Languages: **C++, C#, GDScript**, JavaScript, Python, Java, C, HTML

EMPLOYMENT

Software Development Engineer in Test – Lionbridge	July 2024 – Present
Game Engineer – Arctic 7	January 2023 – January 2024
Software Engineer I – GameSim Inc. (<i>formerly Marching Cube</i>)	October 2021 – January 2023
Unity Programmer – Independent Contracting	July 2021 – October 2021
Education Volunteer – Aquarium of the Pacific	December 2024 – Present
Reader/Tutor – Baskin School of Engineering	January 2020 – June 2021
Instructor – iD Tech	June 2019 – August 2019

PROJECTS

<i>Towerborne</i> – Lionbridge for Stoic Studio	July 2024 – Present
<ul style="list-style-type: none">Developed and owned Behavior Verification Tests using Unreal Engine's Gauntlet AutomationWorked with devops to integrate Gauntlet BVTs into CI/CD build systems	
Unannounced Project – Arctic7	December 2023 – January 2024
<ul style="list-style-type: none">Owner of narrative interaction system and primary developer of prototype gameplay elementsDeveloped friendly squad AI that reacted naturally to player and enemy movement and attacks	
Unannounced Project – Arctic7	January 2023 – January 2024
<ul style="list-style-type: none">Gave direct support to VFX Tech Artists, including physics rewrites to allow forCombat system contributions, including collision, damage interactions, and network replicationOwned development of Berserker player class and related gameplay functionality	
<i>Illumination's Villain-Con Minion Blast</i> – GameSim Inc. for Universal Studios Orlando	
November 2021 – January 2023	
<ul style="list-style-type: none">Ownership of legacy, project-critical online and networking functionalityPrimary support engineer for technical artists for gameplay-driven visual effectsTraveled to work onsite in client spaces to assist and lead critical development	