

# Thomas Applewhite

Palos Verdes, California

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(424) 212 1164

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## EDUCATION

**Bachelor of Science in Computer Game Design** with Honors

August 2021

University of California, Santa Cruz

## 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. (*formerly Marching Cube*)

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

***Towerborne*** – Lionbridge for Stoic Studio

July 2024 – Present

- Developed and owned Behavior Verification Tests using Unreal Engine's Gauntlet Automation
- Worked with devops to integrate Gauntlet BVTs into CI/CD build systems

**Unannounced Project** – Arctic7

December 2023 – January 2024

- Owner of narrative interaction system and primary developer of prototype gameplay elements
- Developed friendly squad AI that reacted naturally to player and enemy movement and attacks

**Unannounced Project** – Arctic7

January 2023 – January 2024

- Gave direct support to VFX Tech Artists, including physics rewrites to allow for
- Combat system contributions, including collision, damage interactions, and network replication
- Owned development of Berserker player class and related gameplay functionality

***Illumination's Villain-Con Minion Blast*** – GameSim Inc. for Universal Studios Orlando

November 2021 – January 2023

- 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