

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: Unity, Git, Unix, Phaser 3, JavaFX, Construct 3, OBS, UE4, UE5, Godot
Programming Languages: C++, C#, JavaScript, Python, Java, C, HTML

EMPLOYMENT

Game Engineer – Arctic 7

January 2023 – January 2024

Software Engineer I – GameSim Inc.

October 2021 – January 2023

- Formerly Marching Cube

Unity Programmer – Independent Contracting

July 2021 – October 2021

PROJECTS

Unannounced Projects – Arctic7

January 2023 – January 2024

Project A

- 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

Project B

- 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

Illumination's Villain-Con Minion Blast – GameSim Inc.

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

Skein – Independent Contracting

July 2021 – November 2021

- 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