

THOMAS CLAIBORNE

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Passionate game developer with hands-on experience in Unity and a strong foundation in programming languages and game development principles. Eager to leverage skills in collaborative environments to create immersive and engaging gaming experiences. Committed to continuous learning and staying abreast of emerging trends in the gaming industry.

PERSONAL PROJECTS

2024

First Person Shooter (Unity)

- Engineered fluid player controls enabling seamless movement, jumping, and object interaction, enhancing gameplay immersion.
- Developed a versatile weapon system allowing players to strategically switch between different weapons with unique attributes, enriching combat dynamics.
- Designed and implemented engaging level progression mechanics, providing players with clear objectives to unlock challenging new levels, fostering long-term engagement.

2024

Project Elysium (Unity)

- Crafted responsive player movement controls and animations, facilitating smooth navigation through diverse environments for heightened gameplay fluidity.
- Implemented dynamic combat mechanics, featuring both melee and shooting capabilities, offering players strategic flexibility in confronting hordes of zombies.
- Introduced a weapon acquisition system, utilizing randomized crates to offer players thrilling opportunities to obtain powerful armaments, enhancing the progression experience.

EDUCATION

Present

B.S. Game Development | Full Sail University

TECHNICAL SKILLS

- Programming Languages: [C++, C#]
- Game Development Tools: Unity
- Knowledge of UI/UX
- Linear Algebra / Physics
- Software Methodologies: [Agile (Scrum)]
- Version Control: [Git]

SOFT SKILLS

- Problem Solving
- Team Collaboration
- Adaptability
- Effective Communication
- Time-Management
- Attention to Detail
- Passion for Gaming