

Thomas Porta

Location: UK, EU

Portfolio: thomasporta.github.io | Email: thomasportagames@pm.me | Assets: [Unity Assets](#)

GAME PROGRAMMER

I am an ambitious and driven programmer who loves when games come together as the designers envisioned them. I have experience in several programming languages including C++, C#, Python, Lua and HLSL. I can work in both Unity and Unreal as well as any Engine that is built on C++. I can program shaders and build them in shader graphs. I have worked on **Gloomwood** (PC), **Serpens: Eternal Thievery** (PC) and **Evil Incremental** (Android). I am French and have the right to work in the EU and the UK.

TECHNICAL SKILLS

Languages	: C++, C#, HLSL, Python, Lua, Assembly (Debugging)
Unity Engine	: C#, Shaders (HLSL, Graphs)
Unreal Engine	: Blueprints, C++ integration
Tools	: Maya, Photoshop, Blender, Git, Substance Painter and Designer

EXPERIENCE

Game Developer <i>New Blood Interactive</i>	December 2023 - Present <i>London - UK</i>
<ul style="list-style-type: none">Designed and programmed critical systems, like dynamic weather, for Gloomwood.Implemented new features and gameplay mechanics, such as the Harpoongun.Developed shaders and VFX.	
Machine Learning Programmer <i>D'Angelin & Co</i>	October 2020 - June 2021 <i>London - UK</i>

EDUCATION

National Film and Television School <i>MA - Game Design and Development</i>	2022 - Nov 2023 <i>Beaconsfield - UK</i>
<ul style="list-style-type: none">Dissertation: Why are Immersive Sims so Immersive?	
UCL <i>MSc - Machine Learning</i>	2019 - 2020 <i>London - UK</i>
McGill University <i>BSc - Physics and Computer Science</i>	2015 - 2019 <i>Montreal - Canada</i>
Lycee Francais Charles De Gaulle <i>French Baccalaureate</i>	2004 - 2015 <i>London - UK</i>

PERSONAL PROJECTS

<u>Serpens: Eternal Thievery (PC)</u>	<i>Unity 3D, C#, Maya, HLSL, Systems and AI Programming, Level Design</i>	Steam
<ul style="list-style-type: none">First Person Stealth Game with highly nonlinear gameplay. Made in 8 months. Currently has 4000+ wishlists.		
<u>Sirenum (PC)</u>	<i>Unity 3D, C#, Maya, Blender, CG, HLSL, Post-FX Shaders</i>	Itch.io
<ul style="list-style-type: none">First Person Puzzle Game with multiple endings. Made in 1 month.		
<u>Evil Incremental (Android)</u>	<i>Unity 2D, Mobile/Android Dev, C#, UI, Machinations</i>	Itch.io
<ul style="list-style-type: none">Incremental game for Android. UI only. Upcoming Google Play release. 14000+ players from Itch Release.		