Thomas Porta

Location: UK, EU

Portfolio: thomasporta.github.io | Email: thomasp2049@protonmail.com | Assets: Unity Assets

GAME PROGRAMMER

I am proficient in several programming languages and am comfortable with C++, C#, Python and HLSL. In my own time I develop smaller games - I am currently continuing development of Evil Incremental.

TECHNICAL SKILLS

Languages	:	C++, C#, HLSL, Python, Lua
Unity Engine	:	C#, Physics, Shaders (CG, HLSL, Graphs), Built-in RP and Universal RP, Mobile Development
Unreal Engine	:	Blueprints, C++ integration
Tools	:	Maya, Photoshop, Blender, Visual Studio Code, Playdate SDK

EXPERIENCE

Machine Learning Programmer　　　　　　　　　　　　　　　　October 2020 - June 2021
D'Angelin & Co　　　　　　　　　　　　　　　　　　　　　　　　　　　*London - UK*

EDUCATION

National Film and Television School　　　　　　　　　　　　　　　2022 - Present
MA - Game Design and Development　　　　　　　　　　　　　　*Beaconsfield - UK*

- **Dissertation**: Why are Immersive Sims so Immersive?

UCL　　　　　　　　　　　　　　　　　　　　　　　　　　　　　　2019 - 2020
MSc - Machine Learning　　　　　　　　　　　　　　　　　　　　　*London - UK*

- **Grade**: Distinction
- **Dissertation**: Meta-Learning for Forecasting

McGill University　　　　　　　　　　　　　　　　　　　　　　　2015 - 2019
BSc - Physics and Computer Science　　　　　　　　　　　　*Montreal - Canada*

- **GPA**: 3.39/4
- **Dissertation**: Using Gradient-Descent to find the Many-Body Localisation phase

Lycee Francais Charles De Gaulle　　　　　　　　　　　　　　　2004 - 2015
French Baccalaureate　　　　　　　　　　　　　　　　　　　　　　*London - UK*

- **Grade**: Mention Tres Bien

PROJECTS

Sirenum	*Unity, C#, Maya, Blender, CG, HLSL, Post-FX Shaders*	Itch.io
Evil Incremental	*Unity 2D, Mobile Dev, C#, Machinations*	Itch.io

- **10000+ players and counting.**

Shadows Of Them	*Unity 3D, C#, Unity Audio, Maya*	Itch.io

- **Develop Indie Showcase Finalist 2022**

Project Train	*Unity 3D, C#, WWise, Maya, Shuriken Particle System*	Itch.io