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 see myself as enabling designers to express themselves. 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. In my free time I also develop games - I am currently continuing development of **Serpens: Eternal Thievery** (PC, Steam) and **Evil Incremental** (Android): projects I started at the NFTS. 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

Machine Learning Programmer
D'Angelin & Co

October 2020 - June 2021
London - UK

EDUCATION

National Film and Television School
MA - Game Design and Development

2022 - Nov 2023
Beaconsfield - UK

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

UCL
MSc - Machine Learning

2019 - 2020
London - UK

McGill University
BSc - Physics and Computer Science

2015 - 2019
Montreal - Canada

Lycee Francais Charles De Gaulle
French Baccalaureate

2004 - 2015
London - UK

PROJECTS

Serpens: Eternal Thievery (PC)   *Unity 3D, C#, Maya, HLSL, Systems and AI Programming, Level Design*   Steam

- First Person Stealth Game with highly nonlinear gameplay. Made in 8 months. **2000+ Wishlists as of 22/10/2023.**

Sirenum (PC)   *Unity 3D, C#, Maya, Blender, CG, HLSL, Post-FX Shaders*   Itch.io

- First Person Puzzle Game with multiple endings. Made in 1 month.

Evil Incremental (Android)   *Unity 2D, Mobile/Android Dev, C#, UI, Machinations*   Itch.io

- Incremental game for Android. UI only. Upcoming Google Play release. **11000+ players from Itch Release.**

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

- First Person Psychological Horror Game. Made in 6 weeks. **Develop Indie Showcase Finalist 2022.**

Word Wars (PC)   *Unity 2D, C#, Maya, Systems Programming*   Itch.io

- 2-Person Word Shooting game. Made in 48 hours. **GameBridge Best Project Runners-Up.**