

# Thomas Porta

Location: UK, EU

Portfolio: [thomasporta.github.io](https://thomasporta.github.io) | Email: [thomasp2049@protonmail.com](mailto:thomasp2049@protonmail.com) | 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 am highly competent 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

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

## EXPERIENCE

<b>Machine Learning Programmer</b> <i>D'Angelin &amp; Co</i>	October 2020 - June 2021 <i>London - UK</i>
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## EDUCATION

<b>National Film and Television School</b> <i>MA - Game Design and Development</i>	2022 - Present <i>Beaconsfield - UK</i>
• <b>Dissertation:</b> Why are Immersive Sims so Immersive?	
<b>UCL</b> <i>MSc - Machine Learning</i>	2019 - 2020 <i>London - UK</i>
<b>McGill University</b> <i>BSc - Physics and Computer Science</i>	2015 - 2019 <i>Montreal - Canada</i>
<b>Lycee Francais Charles De Gaulle</b> <i>French Baccalaureate</i>	2004 - 2015 <i>London - UK</i>

## PROJECTS

<b><u>Serpens: Eternal Thievery (PC)</u></b>	<i>Unity 3D, C#, Maya, HLSL, Systems and AI Programming, Level Design</i>	<a href="#">Steam</a>
• First Person Stealth Game with highly nonlinear gameplay. Made in 8 months. <b>1000+ Wishlists as of 20/10/2023.</b>		
<b><u>Sirenum (PC)</u></b>	<i>Unity 3D, C#, Maya, Blender, CG, HLSL, Post-FX Shaders</i>	<a href="#">Itch.io</a>
• First Person Puzzle Game with multiple endings. Made in 1 month.		
<b><u>Evil Incremental (Android)</u></b>	<i>Unity 2D, Mobile/Android Dev, C#, UI, Machinations</i>	<a href="#">Itch.io</a>
• Incremental game for Android. UI only. Upcoming Google Play release. <b>11000+ players from Itch Release.</b>		
<b><u>Shadows Of Them (PC)</u></b>	<i>Unity 3D, C#, Unity Audio, Maya</i>	<a href="#">Itch.io</a>
• First Person Psychological Horror Game. Made in 6 weeks. <b>Develop Indie Showcase Finalist 2022.</b>		
<b><u>Word Wars (PC)</u></b>	<i>Unity 2D, C#, Maya, Systems Programming</i>	<a href="#">Itch.io</a>
• 2-Person Word Shooting game. Made in 48 hours. <b>GameBridge Best Project Runners-Up.</b>		

## HOBBIES

Photography of brutalist buildings, mixing techno music, running, football, reading about Physics and our incredible universe.