

Thomas Meere

Game Designer | Technical Designer

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Developer with hands-on experience in gameplay development, VR systems, and cross-platform optimization, gained through roles at Bitmask Games, Redmist, and DAQA. I develop scalable, engaging user experiences across web, desktop, and VR platforms by implementing full-stack and game development pipelines using tools like Unity, Unreal Engine, C++, Python, React, and SQL. I bring a unique blend of creative problem-solving, technical design, and team leadership, thriving in fast-paced environments where collaboration and iteration drive innovation.

Skills

Programming Languages: JavaScript, HTML5, CSS3, Python, C++, C#, Blueprint (Unreal Engine), SQL

Frameworks & Libraries: React, Flask, Bootstrap

Full Stack Development: RESTful API integration; database design and management

Game Development & Design: Gameplay, systems, level and technical design, rapid prototyping

Game Engines: Unreal Engine 4/5, Unity, NES Maker, Valve Hammer Editor, Source 2

3D Modeling & Design: 3Ds Max, Fusion 360, Blender, Substance Painter, Substance Designer

Creative Tools & IDEs: Adobe Creative Suite, Visual Studio Code, JetBrains Rider

Project Management & Collaboration: Jira, Trello, GitHub

Quality Assurance & Optimization: QA testing, bug fixing, optimization, stress testing

Certifications: Coding Temple - Full Stack Software Engineer

Projects

High Octane VR Shooter (RedMist)

- Led the development of a high-speed VR shooter featuring dynamic AI, fluid movement systems, and immersive VR combat, optimized for performance across headsets.
- Directed a remote dev team and designed scalable gameplay systems with planned release on **Steam** for PC VR platforms.

Haunts - Turn Based Procedural Dungeon Crawler (Bitmask Games)

- Developed a procedurally generated haunted mansion crawler with tactical turn-based combat, class-based mechanics, and narrative-driven exploration.
 - Built with console optimization in mind and currently preparing for **Nintendo Switch** release to bring tactical horror to handheld audiences.
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Experience

Coding Temple Apprentice

Coding Temple | Remote | (Present)

- Completed 9+ hands-on, project-based assignments covering full-stack web development using modern technologies including Flask, React.js, SQL, and RESTful APIs.
- Actively participated in live workshops, enhancing collaboration and technical problem-solving skills.
- Consistently exceeded assignment expectations by implementing advanced features, optimizing functionality, and expanding project scope—while meeting assigned deadlines.

Game Developer

Bitmask Games | Rhode Island (Jan 2024 – Present)

- Developed gameplay mechanics and retro game systems using Unity & NES Maker, contributing to successful contract-based project delivery
- Collaborated with cross-functional programming and art teams to refine design features and enhance player engagement
- Conducted QA testing and optimized code performance, improving stability and reducing in-game bugs by 30%

Game QA Tester (Contract)

DAQA | Remote (Jan 2024 – Present)

- Provided QA testing services for AAA and indie titles, identifying and reporting over 200 bugs across multiple platforms
- Used tools like Jira to streamline communication and improve issue resolution time
- Collaborated with cross-functional teams to enhance gameplay performance and ensure seamless user experience

Project Lead / Technical Designer

Redmist | Finland, Kajaani | Remote (Jan 2024 – Present)

- Led VR development for *BloodDrunk*, overseeing design and implementation of immersive gameplay systems
- Managed a remote team using Trello and Discord, improving task completion rate by 20%

- Refined AI behavior and level design to create dynamic, player-driven VR interactions
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Education

Coding Temple, *Certificate - Software Engineering* - (February-May 2025)

University of Staffordshire, Stoke-On-Trent, UK, *B.S Computer Games Design (First Class Honours / 4.0 GPA)* (2021 - 2024)