Thomas Meere

Barrington, Rhode Island | +1 (401) 261 9463 | **LinkedIn** | **Portfolio** | **Github**
Game Designer | Software Engineer

SOFTWARE AND SKILLS

Programming & Development: Full Stack Development: C++, Blueprint (Unreal Engine), C#, HTML/CSS/Bootstrap, JavaScript/React, Python, SQL, Flask Framework, Database, Design & Management

Creative Software & Tools: Adobe Creative Suite, Jira, Trello, GitHub, Visual Studio Code, JetBrains Rider

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

Quality Assurance & Optimization: QA Testing, Bug Fixing, Optimization, Stress Testing

Game Engines & Modding Tools: Unreal Engine 4/5, Unity Engine, NES Maker, Valve Hammer Editor, Source 2, BG3 Modding Toolkit, Halo Forge

Game Design & Development Skills: Gameplay, Systems, Level and Technical Design. Rapid Game Prototyping

WORK EXPERIENCE

Bitmask Games (RI)
Game Developer   2024 - Present

- Work on Unity game development and retro game systems for contract-based projects
- Program gameplay mechanics and conducted QA testing
- Collaborate with programming and art departments to refine design features
- Contribute to the optimization of gameplay performance to enhance user experience

DAQA (Remote)
Game QA Tester, Contract   2024 - Present

- Provide outsourced testing services for large game companies
- Collaborate with cross-functional teams to perform comprehensive testing
- Identify and report bugs, optimized game performance across multiple platforms
- Use tools like Jira for bug tracking to ensure seamless gameplay

Redmist (Remote)
Project Lead / Technical Designer   2024 - Present

- Lead the VR development of "BloodDrunk," aiming for a Steam release
- Oversee the development cycle and manage tasks through Trello
- Contribute to design and technical aspects, for level design and gameplay mechanics
- Refined AI behavior for dynamic gameplay for an immersive VR player experience

University Of Staffordshire   2023 - 2024
Student Demonstrator

- Assisted over 40 students in large lectures, providing solutions and technical support

Fast food service roles - Dunkin and Chipotle (Warren | Barrington, RI)
Crew Member   2023 - Present

PROJECTS & EXPERIENCE

2025 - Coding Temple. HTML & BOOTSTRAP Games Workshop Website **Website Link** | **Github Link**. Replicated the Games Workshop website using HTML and Bootstrap, focusing on core components. Developed responsive pages (Home, Unique Pages, Product Pages) optimized for all device sizes. Implemented dynamic components to enhance UI/UX and improve user interaction.

2025 - Coding Temple. Ecommerce Website Using React/JS and Product API **Website Link** | **Github Link**. Developed an eCommerce website using React/JS, fetching product data from an API to display a range of custom products with varying prices, titles, and descriptions; Built reusable, component-based product items with custom inputs for flexibility and scalability; Designed unique Product Details Pages, utilizing props to dynamically pass product information; Created custom Dev Tools for modifying, adding, and deleting products directly from the API.

2025 - Endless Roguelike Card Game (Unity). Developing an endless 2D deck-building card game featuring procedurally generated content, complex gameplay systems, and strategic management elements. Focused on creating a rich, interactive UI/UX with smooth and dynamic game feel.

2025 - Mobile Dungeon Crawler (Unity). Developing a procedural, turn-based dungeon crawler with complex character states, abilities, and classes. Focused on alternating combat mechanics and mobile touch-based gameplay for an immersive user experience.

2025 - VR Arcade Shooter (Unreal Engine). Leading development as project lead and programmer, designing immersive levels and scalable gameplay systems. Implementing complex AI entities for dynamic combat and creating engaging VR mechanics. **Website**

2024 - KAMK University, Kajaani, Finland. Project Lead and Technical Designer. Selected by my university to participate in the KAMK Summer Games Exchange Project, collaborating with students from European universities to develop a VR high-octane shooter for release on Steam; led the project as Project Lead, overseeing the entire development cycle, providing strategic direction, and ensuring successful project completion. **Itch.Io Link**

2024 - University Of Staffordshire Project, "Midnight Taxi". (2024).
Design Lead responsible for the conceptualization and development of game mechanics within a 23 person team; guided the overall design direction of the game and oversaw and assisted Junior Designers. **Itch.Io Link Website**

2023 - University Of Staffordshire Project, "AI-Appliance". Junior Programmer within a 23-member team Created core player mechanics and tested and resolved bugs. **Itch.Io Link Website**

2022 - High Octane Runner (Unreal Engine) - Developed a high-octane parkour runner in Unreal Engine, featuring advanced player movement mechanics and dynamic enemy AI driven by state machines. **Website**

2021 Team Fortress 2 Community Map (TF2) - Team Fortress 2 Community Map (TF2) – Designed and developed a custom 12v12 King of the Hill map, applying multiplayer level design principles and TF2 gameplay mechanics. Conducted user testing to refine balance, player flow, and performance, ensuring a smooth, engaging multiplayer experience. **Website**

2020 - Piksel Student Intern. Worked on streaming app editors used to configure films for Virgin TV Go.

EDUCATION

Coding Temple, remote   2025-present
Software Engineering Bootcamp

University Of Staffordshire, UK   2021-2024
Bachelors Of Science, Computer Games Design - First Class Honours (4.0 GPA)

St Peters School York, UK   2017-2021
High School

INTERESTS: Retro Game Making | 3D Printing | VR/AR Development | Tabletop Wargames