

Thomas Meere

Full Stack Software Developer

(401)-378-1527 | tmeere88@gmail.com | [Linkedin](#) | [Github](#) | [Portfolio](#)

Motivated Full Stack Developer with a background in gameplay programming, VR, and full-stack web development. Skilled in React, Flask, SQLAlchemy, and agile workflows. Experienced in building scalable APIs, dynamic UIs, and writing clean, object-oriented code. Quick learner and strong team contributor seeking to grow as a software engineer on innovative, client-focused teams.

Skills

Languages: JavaScript, HTML5, CSS3, Python, C++, C#, SQL

Frameworks & Libraries: React, Flask, Bootstrap, SQLAlchemy

Tools & Platforms: Git, Github, Trello, Jira, VS Code, Rider

Development Areas: RESTful APIs, OOP, Agile Development, Web Security Awareness

Game Engines/VR: Unreal Engine 4/5, Unity, (Blueprints & C++)

Others: QA Testing, Performance Optimization, 3Ds Max, Fusion 360, Adobe Suite

Projects

Mechanic Shop Database API (Flask, SQLAlchemy, Marshmallow)

- Built a scalable RESTful API for a mechanic shop, implementing CRUD functionality, modular blueprints, and many-to-many ticket assignments—streamlining task tracking and technician assignment workflows.
- Integrated security and performance features like token-based authentication (python-jose), rate limiting (Flask-Limiter), and caching (Flask-Caching)—enhancing data protection, reducing server load, and improving response speed.

FakeStore E-commerce Web App

- Built a dynamic, mobile-responsive eCommerce site using React Router and Axios, enabling seamless product browsing, filtering, and admin-level CRUD control.
 - Created modular, reusable UI components using props and state management, allowing rapid feature expansion and reduced tech debt.
 - Integrated real-time API interaction, allowing custom dev tools for live editing, creating a flexible admin UX for managing product data.
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Experience

Coding Temple Apprentice

Coding Temple | Remote | **(Present)**

- **Built 9+ end-to-end web applications** through hands-on, project-driven development using Flask, React.js, SQL, and RESTful APIs—gaining practical expertise in scalable, modern full-stack architectures.
- **Collaborated in live workshops and peer sessions** to troubleshoot bugs, refactor code, and develop scalable solutions in real-time—enhancing debugging efficiency and peer learning.
- **Exceeded project expectations** by implementing advanced frontend logic, optimizing backend processes, and expanding feature sets—while maintaining clean, testable code and on-time delivery.
- **Demonstrated strong communication and adaptability**, effectively breaking down complex technical concepts and thriving in fast-paced, agile environments.

Game Developer

Bitmask Games | Rhode Island **(Nov 2024 – May 2025)**

- Designed and implemented core gameplay systems using Unity and NES Maker, contributing to the timely delivery of commercial retro gaming projects.
- Collaborate cross-functionally with designers and artists, ensuring creative consistency and enhancing player engagement through refined design iterations.
- Reduced in-game bugs by 30% through rigorous QA testing and performance profiling, leading to a more polished player experience.

Game QA Tester (Contract)

DAQA | Remote **(Nov 2024 – Present)**

- Provided QA testing services for AAA and indie titles, identifying and reporting over 200 bugs across multiple platforms
- 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 the design and technical development of BloodDrunk, a high-speed VR shooter, from concept to working prototype using Unreal Engine 5 and Blueprints.
- Managed a remote, interdisciplinary team via Trello and Discord, improving sprint efficiency and project delivery by 20%.
- Engineered immersive AI behavior and modular level design, enabling replayability and high user engagement in VR environments.

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)