Filip Tomin
Gameplay Programmer / Designer

Barrie, Ontario, Canada
📞 647-470-2377
✉ tominf6453@gmail.com | 🔗 GitHub
🌐 Portfolio | 📄 LinkedIn

Professional Summary

Innovative and versatile Gameplay Programmer with 6+ years in the game industry, specializing in Unity, Unreal, and VR development. Experienced in leading teams, optimizing workflows, and delivering engaging player experiences. Shipped multiple titles including *Home Run Derby VR*, *The Last Sky*, and *Wings of Wanitu*. Adept at turning design vision into polished gameplay systems while improving performance, usability, and development efficiency.

Professional Experience

Little Guy Games | Senior Gameplay Programmer and Designer
MARCH 2019 - AUGUST 2025 | Toronto, ON

● Led gameplay development for *Wings of Wanitu*, a VR rogue-lite prototype — implemented core flight mechanics, weapon systems, upgrade interactions, and meta-progression; managed a team of programmers and technical artists using Trello and daily stand-ups.
● Overhauled major menu and progression systems for *Home Run Derby VR* retail release, improving usability and player flow.
● Designed and implemented a new input calibration flow for club use, increasing accuracy and reducing setup time.
● Refactored legacy Playmaker code in *The Last Sky*, reducing technical debt and improving maintainability.
● Developed a dialogue system integrating CeltX for streamlined writer-to-engine workflows, cutting implementation time by 30%.
● Added multiple new puzzle and movement mechanics, increasing gameplay variety and level design flexibility.
● Converted Unreal Engine Blueprints/C++ project into Unity/C#, enabling seamless takeover from a client project.

Jali Research | Contract Developer
JUNE 2018 - SEPTEMBER 2018, NOVEMBER 2018 - DECEMBER 2018 | Toronto, ON

● Updated Unity implementation of Jali's facial animation plugin for backend compatibility, optimizing processing time and reducing lines of code.
● Developed an Unreal Engine plugin for Jali's animation system, enabling a complete in-engine workflow from input to animation sequence, eliminating the need for external rendering software and saving minutes per animation iteration.
● Researched feasibility of real-time rendering with live input, improving performance targets for client demos.

Notable Projects

Home Run Derby VR	—	Shipped retail version with improved menus, player progression, and calibration.
The Last Sky	—	Led major gameplay and dialogue system improvements.
Wings of Wanitu	—	Designed and implemented core VR gameplay systems, led a multidisciplinary dev team.

Skills

Programming Languages:
C++ *(5000+ LOC)* • C# *(5000+ LOC)* • Python *(5000+ LOC)* • Java • LaTeX • C •
Bash/Shell • HTML/CSS/JS • OpenGL • LUA

Engines & Tools:
Unity Engine • Unreal Engine • ShaderGraph • VFX Graph • Perforce • Git • Blender

Additional Software:
OBS Studio • DaVinci Resolve • GIMP • Audacity

Specialties:
Gameplay Systems • VR Development • UI/UX Design • Optimization • Plugin
Development • Cross-Engine Integration • Game Design

Education

University of Toronto - St. George
Honours B.Sc in Computer Science (Specialist, Game Design Focus)
SEPTEMBER 2014 - JUNE 2018, Toronto, ON
Relevant Coursework:

Artificial Intelligence	Operating Systems	Computer Graphics
Computer Networks	Game Design / Development	UI / UX Design

References

Pif Edwards	**Connor Osborne**	**Tom Frencel**
CTO - Jali Incorporated.	Senior Producer - LGG	CEO - LGG
pif@jaliresearch.com	connor@littleguygames.com	tom@littleguygames.com
pifedwards@yahoo.com	226-203-7161	416-841-7844

Additional references available upon request.