# Filip Tomin
## Programmer / Designer

Barrie, Ontario, Canada
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🌐 Portfolio | 📄 LinkedIn

## Professional Summary

Innovative and versatile programmer and designer 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, as well as adding a suite of player behaviour analytics for iteration targets.
● 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

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| *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 systems, led a multidisciplinary dev team. |

## Skills

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

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

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

**Specialties:**
Backend Systems • UI/UX Design • Optimization • Plugin Development • Third-party
Plugin Integration • Workflow 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:*

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|---|---|---|
| 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 |
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*Additional references available upon request.*