Filip Tomin
Gameplay Programmer / Designer

Barrie, Ontario, Canada

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Objective

Programmer and Designer with 8+ years of experience in developing smooth and intuitive gameplay, backend, physics and workflow systems in the Unity game engine. Led teams through the development process and prepared demo materials for pitching projects, including writing design documentation and recording, editing and narrating gameplay demos.

Experience

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

Worked with various teams across many projects, including desktop, mobile and VR applications.

Designed and developed critical gameplay features in *Home Run Derby VR*, including the major menu and progression overhaul for the retail version, and a more efficient and accurate input calibration flow for club use.

Designed and developed critical gameplay features in *The Last Sky*, including a code refactor to clean up Playmaker technical debt and entirely new dialogue interactivity system using third party software *CeltX* to simplify the writing to dialogue tree workflow, as well as introducing a suite of new puzzle and movement mechanics to further level design variation.

Converted Unreal blueprints and C++ into Unity/C# for a project takeover from a client.

Principal programmer and later team lead for *Wings of Wanitu*, leading a team of programmers and technical artists to produce a VR rogue-lite gameplay prototype. Managed the team through daily stand-up meetings and Trello. Designed and implemented a majority of fundamental systems including the flight mechanics, upgrade interaction system, level objectives and stage transitions, weapon select and meta-progression.

Reported progress daily through company Slack channels and Trello boards.

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

Freelance contract working from home on the Unity and Unreal implementations of the *Jali* facial animation plugin.

Updated the Unity plugin to be up-to-date with the current *Jali* backend implementation.

Optimized Unity implementations for processing time and LoC, alongside researching the potential for real-time rendering given real-time input.

Created the Unreal plugin for *Jali* systems to work seamlessly within Unreal Engine. Developed a workflow using Unreal's datatypes and asset structure to go from input to animation curves to a playable animation sequence all within the engine without any outside animation/rendering application, saving minutes per animation just on workflow time spent.

Reported progress via email and in-person meetings, and maintaining a detailed timesheet.

Education

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

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

Skills

Programming Languages
5000+ LOC: C++ • C# • Python
1000+ LOC: Java • LaTeX • C • Bash/Shell
Familiar: HTML • CSS • JS • OpenGL • LUA

Applications
Unity Engine • Unreal Engine • Perforce • Blender • ShaderGraph
OBS Studio • DaVinci Resolve • GIMP • Sourcetree/Git • VFX Graph

References

Pif Edwards	**Connor Osborne**	**Tom Frencel**
CTO - Jali Incorporated.	Senior Producer - LGG	CEO - LGG
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Additional references available upon request.

To Whom It May Concern,

I had the pleasure of working closely with Filip Tomin from 2019 through 2025 across multiple projects, including *Home Run Derby VR*, *Jackie Robinson VR* (unreleased), *Super Racers* (a mobile racing game prototype), and *Wings of Wanitu* (a VR-exclusive air combat roguelite prototype). In every case, Filip brought an exceptional blend of technical expertise and game design intuition that consistently elevated the quality and ambition of our work.

As Lead Gameplay Programmer and Designer, Filip demonstrated a deep understanding of gameplay mechanics, design principles, and advanced vector math that allowed him to solve complex problems and deliver fluid, engaging experiences. His ability to translate design goals into responsive, polished systems made him an indispensable part of our team.

Letting Filip go was a financial necessity for LGG—not a reflection of his performance or value. Any studio would be fortunate to have him, and I give him my highest recommendation.

Sincerely,

Connor Osborne

VR Director

10 Margate Cres., Scarborough, ON, M1N 1L5

July 11, 2025

To Whom It May Concern:

This letter is to confirm that Filip Tomin was employed with Little Guy Games Inc. from March 2019 to July 2025. During his time with us, Filip contributed to several key projects, including *The Last Sky* (now discontinued), *MLB Home Run Derby VR*, and *Wings of Wanítu* (currently in development).

Filip has consistently demonstrated reliability, a strong sense of leadership, and a collaborative spirit that made him a joy to work with. He is deeply knowledgeable about game design and development—few people I know have played and studied as many games as Filip. His grasp of mechanics, systems, and genres makes him a valuable asset to any team.

I strongly recommend Filip for a Senior Programming or Technical Design role. If you don't hire him, I will—when I raise funding again, he'll be one of the first people I call. He's truly one of the best people I've ever worked with.

Sincerely,

Tom Frencel,
CEO, Little Guy Games
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