

# THOMAS PEREGRINE SHALOSKY

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## EDUCATION

### University of Southern California

May 2027

Master of Computer Science: Game Development

Relevant coursework: Game Design Workshop, 3D Graphics and Rendering

### University of North Carolina Wilmington

December 2024

Bachelor of Computer Science, Minor in Digital Arts

Relevant coursework: Game Development, Computer Graphics, Design and Analysis of Algorithms, Data Structures

## SKILLS

**Languages:** Python, C++, Java, UE5 Blueprints

**Software:** Maya, Blender, Substance Painter 3D, Unreal Engine 5, Adobe Creative Suite

**Professional:** Strong communication, leadership, organizational, and teamwork skills

## PROJECTS

### Game Design Workshop Course - USC

August 2025 - December 2025

#### Museum Michief! | *Lead Designer*

- **Prototyping:** Designed a 2v2 party game where teams race to steal the correct gems under frantic constraints by prototyping and iterating on core systems with the lead artist, producer, and QA
- **Game Mechanics:** Wrote rules and role-specific constraints to ensure a competitive, frantic player experience
- **Playtesting & Data Analysis:** Collected and analyzed player feedback using Likert-scale survey data in spreadsheets to refine balance, clarity, and overall player experience

#### Undead Dash | *Card Design*

- **Cross Functional Collaboration:** Collaborated with a team of four to conceptualize and produce a card-based game themed around a zombie apocalypse
- **Card Balancing:** Balanced hidden role cards and action cards to create cut-throat risk vs. reward experience
- **Recognition:** Selected in the top 25% of game designers to communicate the design philosophy and game systems to a diverse audience of 100+

### Game Development Course - UNCW

August 2024 - December 2024

#### Purple Team | *Gameplay Design, Programming*

- **Movement System Design:** Created and bug fixed a first person parkour movement system to shape a fun fast paced multiplayer experience
- **Weapon Mechanics:** Designed and implemented projectile weapons in Unreal Engine, tuning hit boxes and balancing gameplay to support multiple play styles and responsive sharp combat
- **Blueprint Systems:** Worked extensively in Unreal Blueprints, modifying and improving code and systems built by other team members to optimize functionality and polish gameplay

## WORK EXPERIENCE

### Data Annotation | *Data Annotator*

January 2025 - August 2025

- **Learning Agility:** Quickly learned how to create and validate high quality data for large language model training
- **Time Management:** Identified and corrected discrepancies efficiently to consistently meet project milestones

### UNCW Fisher Student Union | *Facilities Assistant/Building Manager*

August 2021 - February 2022

- **Collaborative Work:** Cleaned the student union and set up on-campus events daily with other facilities assistants
- **Team Organization:** Upon promotion, managed facilities assistants and operations of the student union daily

### Carowinds | *Lifeguard*

July 2019 - August 2023

- **Interpersonal Skills:** Conversated with guests while monitoring slides and pools to deliver a great guest experience
- **Communicating Priorities:** Coordinated with guards under pressure to save guests having medical emergencies