

THOMAS KOCH

SENIOR UNITY ENGINEER

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OVERVIEW

I am a skilled and passionate game developer with over 10 years of experience specializing in Unity 3D. I excel in designing innovative gameplay mechanics, building scalable systems, and optimizing performance across mobile, PC, and console platforms. With expertise in C#, AI-driven systems, and multiplayer features, I bring a collaborative approach to creating immersive and engaging gaming experiences.

EDUCATION

BACHELOR'S DEGREE | COMPUTER SCIENCE

Rochester Institute of Technology
Apr 2010– Jul 2014

Relevant coursework: Programming fundamentals, software design, computer graphics programming, game development, and data structures.

SKILLS

Programming Languages: C#, C++, JavaScript, Dart, Lua
Game Engines & Frameworks: Unity 3D, Cocos2D, Unreal Engine (basic)
AI Development: Unity NavMesh, Behavior Trees, Adaptive AI systems
AR/VR Development: ARKit, Oculus Rift, SteamVR, VFX Graph
Multiplayer Systems: Photon Unity Networking, Firebase Realtime Database
Database Management: MySQL, PostgreSQL, Firebase, SQLite
Graphics & Animation Tools: Blender, Substance Painter, Photoshop
Blockchain Integration: Smart contracts, Play-to-Earn (P2E) mechanics
Performance Optimization: Physics tuning, asset optimization, multi-platform support
Development Practices: Modular architecture, reusable components, scalable system design
Soft Skills: Team collaboration, project management, problem-solving, creative thinking

EXPERIENCE

INFINITY-UP | SENIOR UNITY ENGINEER

Dover, DE, May 2020 – present

- Designed and implemented complex gameplay mechanics and systems for mobile and cross-platform games.
- Optimized game performance through resource management, physics tuning, and asset optimization to support diverse platforms.
- Developed AI behaviors and adaptive systems to enhance gameplay experience and maintain player engagement.
- Collaborated with cross-functional teams to deliver high-quality games with smooth and responsive gameplay.

THE NINEHERTZ | SENIOR UNITY DEVELOPER

Cincinnati, OH, Jun 2018 – May 2020

- Created modular and scalable game architectures to support multiplayer and single-player modes.
- Designed and implemented core gameplay features, including combat mechanics, environment interactions, and character systems.
- Enhanced team productivity by developing reusable components and tools for rapid prototyping.
- Contributed to improving user experiences through UI/UX optimizations and dynamic in-game systems.

ROONYX | UNITY DEVELOPER

New York, NY, Mar 2017 – Jun 2018

- Developed AI systems and pathfinding algorithms for interactive and immersive environments.
- Streamlined development workflows by introducing optimized asset management and procedural generation techniques.
- Designed intuitive player controls and systems for a variety of game genres, focusing on accessibility and engagement.

KAPPS | UNITY DEVELOPER

New York, NY, Sep 2014 – Mar 2017

- Built foundational game systems and mechanics for mobile and desktop platforms.
- Implemented physics-based interactions and real-time multiplayer features for competitive and cooperative gameplay.
- Optimized game engines for performance, reducing load times and improving frame rates on mobile devices.