# Eugene Thomas

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**Education:**
George Mason University,
Fairfax, VA  December 2017
**Bachelor of Fine Arts in
Computer Game Design
Information Technology Minor**

Dean's List (Spring 2014 & 2017)

*Relevant Coursework:*
Basic Game Design, Online & Mobile
Gaming, Game Design Studio,
Computer Game Platform Analysis,
Introduction to Computer
Programming for Game Design &
Development, Advanced Game Design

Germanna Community College,
Fredericksburg, VA  May 2013
**Associate of Arts and Sciences
in General Studies**

Dean's List Spring 2011

**Languages:**
C#
C++
HTML
CSS
JavaScript

**Software:**
Visual Studio
Unity
Unreal Engine
Final Cut Pro

**Adobe Creative Cloud:**
Dreamweaver
Photoshop
Illustrator

**Microsoft Office Suite:**
Word
Excel
PowerPoint
OneNote

## RELEVANT GAME DESIGN COURSEWORK:

Struggles of Vengeance                    December 2018 – Present
**Personal Project**
**Role: Game Developer**
**Languages: C#**
For my personal project, I used loops and IF Statements to make a character and Artificial Intelligence to perform a movement, jumping, running and attacking. I created a pause menu to explain how to play the demo with IF Statements.

Introduction to IT Problem Solving         August 2017 – December 2017
**Bid Project**
**Role: Programmer**
**Languages: JAVA**
A school project where I used procedural programming techniques that included expressions, decisions, repetition structures, methods, parameters, arrays and variable scope. I also used a programming language to implement, test, and debug algorithms for solving problems.

Advanced Game Design                       November 2017 – December 2017
**Graviton: Outlaws of Gravity**
**Role: Level Designer & Game Programmer**
**Languages: C#**
A group school project that involved a programmer, music/sound composer, 3D modelist, game artist, and game writer. Designed platform level using prefab files in the main folder putting them together in Unity.

Introduction to Computer Programming       November 2016 – December 2016
**Legend of Knightlord**
**Role: Game Developer**
**Languages: C++**
Built a 2-dimensional action adventure game coding with IF Statements using Visual Studio C++. Programmed While Loop and For Loop for character movement in Visual Studio C++.

Game Design Studio                         January 2016 - March 2016
**Pumpkin Case**
**Role: Level Designer**
**Languages: C#**
A group school project that involved a programmer and writer. Installed models to implement gameplay and used the lighting window to change the color of the lighting to give a fog effect in Unity.

Online & Mobile Gaming                     November 2015 - December 2015
**Galactic Adventure**
**Role: Level Designer & Game Developer**
**Languanges: C#**
Conceptualized an action game with two levels using the colliders to create platforms for the player to stand on. Configured code that allowed the player to move, jump, and shoot enemies while adding a health system for the player, enemies and location in Unity.

## WORK EXPERIENCE:

George Mason University                     September 2017 – December 2017
**QA Intern**                              **Manassas, VA**
I'd played resident company games that exposed bugs or usability issues and once they were found I recorded the information and fixed them when needed. I worked with teams to prioritize specific 'high-priority' bugs prepare game builds to meet critical production deadlines.