Jacob Thomas

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CAREER SUMMARY

Engine Support Specialist (Python / PowerShell / C++ / Java)   (Sep 2020 – Present)
Core Department — Insomniac Games, Burbank
+ Supporting Company-wide release of proprietary Game Engine Tools.

QA/Dev-Support Engineer (Python / NodeJS / PHP / SQL / C# / Racket)   (Aug 2018 – Aug2020)
The Last of Us Part II — Naughty Dog, Santa Monica
+ Created Project-Critical Gore and Wetness Test Suite for Particle and VFX Teams.
+ Developed a Test Suite to iterate on all character looks for the Character and Lighting Teams.
+ Designed and implemented a web application to search through all internal video annotations.
+ Maintained and Optimized internal API between the game and a custom Defect Tracking solution.

Gameplay/UI Engineer (C# [Unity3D])   (Jun 2017 – May 2018)
Magic The Gathering: Spellslingers — Seismic Games, Culver City
+ Implemented Game Features: Battle (Layout, VFX), UI, Store, Character Select
+ Created Internal (Unity Editor) Game Data Viewer Tool for Designers.

Gameplay/Back-end Engineer (Java / CreateJS / Animate / C# [WPF])   (Feb 2016 – May 2017)
Star Lanterns, Texas Tea — International Game Technology, San Francisco
+ Implemented Front-end Gameplay Systems for Interactive Instant-Win Games.
+ Designed and Implemented Back-end Game Logic for Online Slot Games.
+ Created a Game UI Framework that reduces Code-per-game by 60%.
+ Developed a Data Generation Tool for Instant-Win Games.

Full Stack Developer (TypeScript / C# / SQLServer)   (Jun 2015 – Jan 2016)
Central Price Book — Service Station Computer Systems, Salinas
+ Worked on Price Management features for an Online Convenience Store System.

Gameplay Programmer – Part-Time (C# [XNA / MonoGame])   (Jul 2014 – Dec 2016)
CLIMB! — Chronic Logic, Santa Cruz
+ Contributed new player moves and improved controller response.
+ Resolved multiple stability and game engine compatibility issues.

Support Tools Lead (J2EE / WebLogic / MySQL)   (Jan 2012 – Sep 2012)
Online Self Service — Apple, Santa Clara
+ Coordinated cross-functional teams to resolve issues for apple.com/support.
+ Reduced 50% of Storage Overhead for Internal Log Servers.
+ Resolved Security and Logistics issues.

Back-end/Middle-ware Developer (PLSQL / TIBCO / UNIX / Perl)   (Feb 2009 – Dec 2011)
Partner Go-To-Market View — CISCO, Mumbai
+ Maintained Data and Middle-Ware workflows between Enterprise Applications.
+ Designed and Implemented Logging Framework for Analysis of Daily Reports.
+ Developed Award-Winning Data Automation Framework.

EDUCATION

- M. S.   - Computer Science, University of California, Santa Cruz   2012 – 2014
- B. Tech. - Computer Science and Engineering, Mahatma Gandhi University, India   2004 – 2008