

## Keith Thomas

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### **Technical Skills**

Languages: C#, C++, Javascript/Typescript, C, XAML

Frameworks/Runtimes: .NET, Node.js, Babylon.js, Three.js, WebVR, WebGL, DirectX

Environments/Tools: Unity, Visual Studio, Git, VSCode, Linux, SVN

### **Experience**

Game Editor Developer – May 2019 to Present

*Microsoft (Contracted to by Apex Systems)*

- Added multiple new features to the in-house game editor using C#/XAML, allowing artists and designers to perform new work or perform their work more efficiently.
- Modified the in-house game engine using C++ to expose features for the editor to use.

VR Software Engineer – November 2018 to April 2019

*Microsoft (Contracted to by TEKSystems)*

- Owned and led architecture on new WebVR application for the existing "Immersive Reader". Written in Typescript & Babylon.js/WebVR plus some interactions with React.

VR Software Engineer – December 2016 to June 2018

*zSpace, Inc.*

- Developed a UI framework for AR/VR applications on top of Unity's UI system.
- Created a chrome extension that scans a webpage for images that it searches for in a lookup table, and replaces those with 3D models displayed in WebGL/Three.js.
- Developed a Unity plug-in with DirectX 11.1 in C#/C++. The plug-in displays a stereoscopic 3-D preview window while running in the editor, which Unity no longer supports.
- Wrote a RESTful server in ASP.NET Core that authorizes users of an application.

C++ Software Engineer – June 2015 to August 2016

*PhenixP2P, Inc.*

- Wrote a plugin for a video streaming pipeline using libwebm in C++.
- Wrote NodeJS code to transcode video files using the FFmpeg library.
- Using the libvorbis library, implemented Vorbis audio encoding.

### **Education**

Bachelor of Science, Computer Science – May 2015

University of Illinois at Chicago

### **Projects**

[kryzodoze.github.io](https://kryzodoze.github.io) – List of projects I've done on the side, most in Unity.

LinkedIn: <https://www.linkedin.com/in/keith--thomas/>