

Keith Thomas

Keith.W.Thomas1@gmail.com; Seattle, WA

Technical Skills

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

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

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

Experience

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.

C++ Software Engineer Intern – April 2013 to January 2014

NetherRealm Studios

- Wrote C++ code to take a screenshot within the Unreal Engine.
- Created an issue reporter for an in-house art tool in C#.

Credited for: Mortal Kombat X on PS4/Xbox One/iOS.

Education

Bachelor of Science, Computer Science – May 2015

University of Illinois at Chicago

Projects

<https://itunes.apple.com/us/app/rotagon/id1242076099> - Mobile game 'Rotagon' developed for Android/iOS.

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