Oliver Thomas

C++ PROGRAMMER

CONTACT

- 📞 407 - 701 - 2938
- ✉️ oliverthomas664@gmail.com
- 🌐 oliverleighthomas.github.io

HARD SKILLS

- Proficient at C++ and C#
- Familiar with Python
- Experience with game engines such as Unreal 5, Unreal 4, and Unity
- Experience with version control such as Perforce and Git

SOFT SKILLS

- Strong leadership and communication skills
- Loves collaborating and working with others
- Eager to learn more about C++
- Positive outlook and optimistic attitude

EDUCATION

Florida Interactive Entertainment Academy @ UCF

MS - Interactive Entertainment
2022/Present

University of Florida

BS - Digital Arts and Sciences
2017/2021

EXPERIENCE

IT Intern | James Moore & Co | 2021

My primary responsibility was to create applications for the IT team. The goal of these applications was to streamline workflows, and they were written in C++ and Python.

Gameplay Programmer | VHA | 2023

I programmed the gameplay loop of a training simulator for the Veterans Health Association. This included the creation of a dialouge system, interaction system, and level progression system. The simulator was created in Unity using C#.

Lead Programmer | Get in the Box Studios | 2022 - Present

My responsibilities as lead programmer involved sprint planning, system design, code reviews, and code base management. I also assisted the team by implementing the AI for our game - Deakweaver: Decent into Chaos.