









# Liz Thompson

## Gameplay Programmer

-  Email 
-  GitHub 
-  Portfolio 
-  LinkedIn 

### Skills

- Programming
- Scripting
- Debugging
- Communication
- Collaboration


- Photoshop Certified
- Video Editing
- Time Management

### Tools

- Unity 2D & 3D
- Unreal Engine 5.4
- Godot 4.3
- C#
- Blueprints
- GDScript


- GitHub
- ClickUp
- Clockify
- Visual Studio Code
- Photoshop
- DaVinci Resolve

### Experience

**Psychic Beatdown**, *Graduate Application - Programmer, Unity* 


February 2025

- Created extensible, modular wave system with weighted chance system
- Incorporated saving and loading logic for options and recording player high scores
- Refined and iterated upon gameplay based on playtesting feedback

**Aparkalypse**, *GRIMSING RUNNERS - Programmer, Unity* 


January 2025

- Wrote code critical to core gameplay loop and systems
- Integrated unique tower grouping mechanic with visual and gameplay feedback
- Developed game prototype in a 48-hour timespan

**Bullet Time**, *Personal Project - Programmer, Unity* 


December 2024 - January 2025

- Implemented the component pattern to allow for modular systems and composition
- Utilized C# events to create a custom time scale ability
- Developed an upgrade system utilizing data assets to create easily modifiable selection icons and descriptions

**Realm Runner**, *Sky Stride Studios - Gameplay Programmer, UE 5.4* 

Setember 2024 - Present

- Created and iterated upon a dynamic character controller that handles shifts in gravity and unique level geometry, and maintains a sense of momentum
- Addressed project issues with gameplay testing with custom debug logic
- Leveraged interfaces and custom events to create scalable gameplay systems
- Managed, maintained, and oversaw merging of project version control

**Reflection Quest**, *Nine Nytes - Technical Designer, Unity* 

March 2024 - May 2024

- Integrated Unity's scriptable objects to make gameplay systems easily changeable
- Implemented saving and loading logic for options and gameplay progress
- Produced 2.5D pixel visual look to achieve unique project aesthetic

### Education

**University of Central Florida**  
*B.A in Game Design*

August 2021 - May 2025