Liz Thompson
Gameplay Programmer

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https://roiiliz.github.io/

Experience

Gameplay Programmer, *Bullet Time*
- Create ECS architecture to allow for modular systems
- Utilized events to recreate time dilation system
- Developed upgrade system utilizing data assets to create easily modifiable selection icons and descriptions
December 2024 - January 2025

Gameplay Programmer, *Sky Stride Studios*
- Created and iterated upon dynamic character movement which accounts for level geometry and creates unique game feel
- Created custom logic to ease level design and increase project efficiency
- Utilized interfaces to create scalable gameplay systems
- Managed and maintained several development branches
September 2024 - Present

Technical Designer, *Nine Nytes*
- Created modular systems to allow for interchangable models for gameplay systems
- Developed event-based ability system for scalability
- Created custom 2.5D camera effect to achieve desired project aesthetic
March 2024 - May 2024

Education

University of Central Florida - Bachleor's Degree in Digital Media with a focus on Game Design
2021 - 2025

Projects

Bullet Time, *Unity*
Top-down 2D shoot-em-up rougelite with ECS architecture
December 2024 - January 2025

Realm Runner, *Unreal Engine 5.4*
An Unreal Engine 5.4 high-paced action platformer with dynamic gravity and character movement.
September 2024 - Present

Reflection Quest, *Unity*
An isometric RPG with utilizing a 2.5D camera filter and modular gameplay systems
March 2024 - May 2024

Skills

Unity Unreal Engine 5 C#

Godot GDScript Blueprint

GitHub ECS