



# Liz Thompson

Gameplay Programmer

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🌐 <https://github.com/roiiLiz>

<https://roiliz.github.io/>

## Experience

### **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 interchangeable 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** - Bachelor's Degree in Digital Media with a focus on Game Design  
2021 - 2025

## Projects

### **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