

Liz Thompson

Gameplay Programmer

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🌐 <https://github.com/roiiLiz>

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

Experience

Programmer, *Grimsing Runners*

- Created abstract cart system which groups together player units
 - Developed game prototype in 48 hour timespan
- January 17th - 19th, 2025**

Gameplay Programmer, *Bullet Time*

- Create ECS architecture to allow for modular systems and composition
 - 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 and events to create scalable gameplay systems
 - Managed, maintained, and oversaw merging of 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

Aparkolypse, *Unity*

Amusement park themed tower defense made for the FIEA Collegiate Game Jam **January 2025**

Bullet Time, *Unity*

Top-down 2D shoot-em-up roguelite 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