



# Liz Thompson

*Gameplay Programmer*

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🌐 <https://github.com/roiiLiz>

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

## Education

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

**Dr. Phillips High School** - High School Diploma  
2017 - 2021

## Projects

**Realm Runner, Unreal Engine 5.4**  
An Unreal Engine 5.4 high-paced action platformer with dynamic gravity and character movement.  
**2025**

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

## Experience

**Gameplay Programmer, Sky Stride Studios**  
- Created and iterated upon dynamic character movement to account for level geometry and game feel  
- Created custom logic to ease level design and increase project efficiency  
- Utilized interfaces to create scalable gameplay systems  
**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  
**2024**

## Skills

Unity

Unreal Engine 5

C#

Godot

GDScript

Blueprint