

Liz Thompson

Gameplay Programmer

✉ hunterj32819@gmail.com

☎ 407-716-1974

🌐 <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

- Implemented the component pattern 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 a focus on design pattern implementation
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

Communication