Thomas Horne

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EDUCATION

Bachelor of Computer Science **September 2022-Present**
Computer Game Development Stream
Carleton University, Ottawa, Ontario

- Third year standing, 11.64/12 (A+)
- Deans' Honour List, Faculty Scholarship
- Expected Graduation Date: April 2027

HIGHLIGHTED PROJECTS

Photochemistry **March-June 2024**
Personal commercial project. https://store.steampowered.com/app/2917850/Photochemistry/
100+ units sold – Self-published on Steam – Full-length Zachtronics-like factory puzzle game

- Utilized Steam's developer API to provide customized leaderboards
- Assembled a team of playtesters to guide the direction of development early on
- Released a full product according to the software development life cycle, including QA testing and continued maintenance

Vanishing Point **February 2024**
Development competition group project. https://ap1506.itch.io/vanishing-point
3D First-person puzzle game – 1st place in the CU 2024 February Game Jam

- Programmed a puzzle mechanic around various objects becoming intangible when outside of the players vision
- Created a full-screen post-processing shader to give the game a unique abstract style, making use of edge detection on the depth and normal buffers

WORK EXPERIENCE

Software Developer **May 2024 – Present**
Royal Canadian Mounted Police, Ottawa, ON

- Performed full stack development to provide new internal tools, significantly cutting down on labour times
- Wrote automated unit tests and integration tests to drive development of new features
- Designed and maintained a survey app for Jira tickets, providing detailed prioritization information for hundreds of backlogged items

Teaching Assistant (Discrete Structures I & II) **January 2024 – March 2025**
Carleton University, Ottawa, ON

- Taught various algorithms and time complexity fundamentals
- Demonstrated how to solve problems step-by-step through weekly tutorials

SKILLS

Unreal Engine – Godot – GLSL – C++ – C – Unity – Python – Java – Javascript – Vue