Thomas GUNZBURGER

Gameplay Programmer

Resume

Currently looking for a job as a Gameplay Programmer, I've spent several years developing projects in my spare time, as well as a full year as a professional. I'm available as of now.

Experiences

Intern Software Developer

SmartPixels, Paris Nov. 2018 - May 2019 / Dec. 2019 - June 2020

I worked mainly on a complete project for a Unity application on iOS. I also worked on a existing library in Unity by adding a lot of features. Then I made a prototype for a projection on a moving object using HTC Vive in Unity. As a developper I also made some scripts in Python and Bash for intern tools, aswell as some scripts to setup a Raspberry.

Junior Gameplay Programmer

Ubisoft Paris Mobile, Saint-Mandé Jan. 2022 - Feb. 2023

I spent the full year at Ubisoft working on a Unity mobile game named Mighty Quest: Rogue Palace where I mainly develloped gameplay features and A.I. too. I worked a lot in cooperation with gameplay designer and using different tools, mainly Unity and C# but also some A.I. with Behavior Designer and some tools using Odin Inspector for data management inside the project. I joined the projet at the beginning until the game was finish.

Contact

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Skills

C# / Unity

C++

Git / Perforce

A.I.

Hobbies

Video-Games

Climbing 8 years

Skiing / SnowBoard 19 years

Football 2 years

Projects

Various C++ mini-games

Mutliples C# / Unity games

Android mini-game in Java