

CONTACT

Thomas O'Rourke
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Orlando, FL

EDUCATION

Full Sail University
B.S. Computer Science
Grad, May 2024

SKILLS

- Technical Problem Solving
- Communication
- Leadership
- Collaboration

SPECIALIZATIONS

- Vector Math
- Graphics Programming
- Networking
- Unity
- Vulkan
- C++

THOMAS O'ROURKE



EDUCATION



Full Sail University | Computer Science B.S.

Learning C++, Vector Math, and Graphics Programming with a focus on unique character movement and collision solving



SCHOOL PROJECTS



Multiplayer VR Adventure Game (Capstone)

Currently leading a team of 5 to create a collaborative, multiplayer, VR experience where groups of players explore a procedurally generated play space (In Progress)



Vulkan Renderer with C++

Created a Vulkan Renderer Capable of Displaying Custom Blender Models and Scenes



Character Action Game (Midterm)

Led a team of 5 to create an hour-long First Person Gameplay Experience with a focus on unique physics-based interactions



INDEPENDENT PROJECTS



Custom Character and Collision Solver

Implemented a Custom Collision Motor using the Move and Slide Algorithm and Combined it with Procedural Animations to create a novel Third Person Character



Omni Directional Climbing Character

Created a Custom character controller capable of freely exploring 3D environments; able to dig up and through complex walls and surfaces

- Fan Favorite at the Full Sail Student Showcase



Third Person Character Action Gameplay

Extending an Interaction Framework developed by a peer, Created a Third Person Action Character with Features including Melee Actions, Strafing, Animations, and Reactions



Polished 3D Character Movement

Referenced industry standards to create a polished and enjoyable 3D movement system