Thomas Giagtzoglou

(Pronounced: Tom Gee-at-zog-low)

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EMPLOYMENT HISTORY

Outsiders - Lost In Cairo | [Trailer](#) | [Steam](#)   *Nov. 2023 - Present*
Unreal Gameplay Programmer
Lead Unreal Engine 5 Engineer building and designing action RPG, Lost In Cairo
  + Implemented Gameplay, UI, AI and Sound systems using Blueprint
  + Creative partner involved in design of the game's emotional combat system
  + Developed the character controller using the Finite State Machine design pattern
  + Created custom engine tools to aid in the iteration of levels, combat and puzzles
  + Selected by committee as Finalists for La Game Cup's Boss Prize category

Brand Knew   *June 2019 - March 2023*
Fullstack Web Developer
Led development for an alumni networking site for a prominent arts college
  + Added Google Maps Autofill Integration and Photo/Video Upload functionality with a Media Gallery
  + Outlined future features and improvements according to client desires and limitations
  + Created two syncing relationships with private 3rd party APIs

PROJECTS

The Odessa Tree - [Website](#) | [Trailer](#)   *Sept. 2022 - June 2023*
Programming Lead
  + Programmed with C++ and Blueprint creating Gameplay, UI and Sound systems
  + Coordinated development from 9 members, supporting use of Perforce and implementing assets
  + Implemented state of the art Unreal 5 features including MetaSounds and CommonUI

Trouble In Tornado Town - [Steam](#)   *June 2022 - June 2024*
Technical Artist and UI Programmer
  + Procedurally destroyed building models for use with physics based gameplay
  + Designed Houdini based tools to reduce repetitive level building tasks
  + Planned and implement a scrolling news ticker UI element, bulk importing and context aware phrases
  + Created leaderboard using SteamWorks API and UGUI

SKILLS

Programming Languages	C++, C#, Blueprint, JavaScript, Python, vex, Ruby, SQL, Java, HTML, CSS
Development Tools/Frameworks	Git, Perforce, Command Line, Node, React, GraphQL, AWS
Software	Unreal Engine, Unity, Houdini, Adobe Suite, Google Suite

EDUCATION

Drexel University | Philadelphia, PA   *Sept. 2019 - June 2023*
  + Bachelor of Science in Game Design and Production
Flatiron School | Washington, DC   *Sept. 2018 - Jan. 2019*
  + Full Stack Web Development, learned Ruby on Rails, React, in person 15-week program

Awards and Activities

  + **La Game Cup** Boss Prize finalist
  + A. J. Drexel Scholarship, Westphal Portfolio Scholarship
  + **Entrepreneurial Game Studio** Member, 2021 - June 2023
  + **Social Welfare Activities** Volunteer, March 2018 - Dec 2020
  + Top 3% rank in Rocket League (Champion 3)