

Tommy Mitchell

tommy@tommymitchell.io · tommymitchell.io · linkedin.com/in/t-mitchell

EDUCATION

UNIVERSITY OF HOUSTON, College of Natural Sciences and Mathematics
Bachelor of Science in Computer Science

Houston, Texas
December 2020

- Minor: Mathematics

OBRA D. TOMPKINS HIGH SCHOOL

Katy, Texas
May 2018

- Graduated with honors with a STEM endorsement
- National AP Scholar: completed 12 AP courses, including earning a 5/5 on AP Computer Science

EXPERIENCE & PROJECTS

Freelance Development

Houston, Texas
January 2022

- Developed a PowerShell-based Windows Forms application to automate a client's workflow
- Delivered solution on time and under budget

Ludum Dare 49

October 1st – 4th, 2021

- Created a small game over a weekend, participating in [Ludum Dare 49](#), one of the largest game jams on the internet
- Worked solo on code, art, and sound, making a completable game demo in less than 48 hours of work

PRECURSOR GAMING

Houston, Texas

Gameplay Programmer

July 2020 – April 2021

- Produced a space-based video game demo in Unreal Engine 4 in a team of 5 as the primary programmer
- Designed a method to convert NASA satellite imagery into heightmap data to facilitate level design
- Helped to implement and automate a custom rover model using Blueprints

Interactive Video Game Development (COSC 4358 / 4359)

Houston, Texas

- Developed a puzzle-platformer video game centered around teleportation as part of a four-person team over the course of two semesters, implementing mechanics, designing levels, and creating all art assets
- Placed among the best in the class and was invited to a follow-up competition with other top teams

ASSET LIVING

Houston, Texas

Software Developer Intern

Summer 2019

- Assisted in migrating the company's legacy platform to Microsoft SharePoint
- Automated the invoice upload process for vendors by creating a web-app using JavaScript and NPM, interfacing with a proprietary software's API to increase efficiency

Game Design Projects (Tompkins HS)

Katy, Texas
Spring 2018

- Designed and developed a puzzle game in Java using threads and the Swing framework that involved dodging obstacles, hand-designing 5 increasingly harder levels.
- Created an AI-based player for the game *Travel Blokus*, placing second in a class tournament of over 30 students

SKILLS

Languages: C#/ Java/ C++/ C (proficient), HTML/ CSS/ JavaScript/ TypeScript/ PowerShell (moderate), Python/ SQL/ MIPS Assembly (basic)

Frameworks: Unity, Unreal Engine/ Blueprints, Swing, Jekyll/ Liquid, SCSS, Jenkins, WinForms

Skills: Agile/ Scrum, Git/ Version Control, Object-Oriented Programming (OOP)/ SOLID principles, NPM/ Dependency Management, Strong Analytical/ Problem-Solving/ Math Skills, Test-Driven Development / Code Coverage, Debugging/ Optimization, Tool Creation, Effective Teamwork/ Communication/ Organization

Achievements: 1st-degree black belt (taekwondo)