Thomas Mc Laughlin

Profile

A Self Taught Programmer looking to transition from a 3D artist in the games industry to being a games programmer, who enjoys solving challenging problems and building great things.

Personal Information

Dual Nationality: Ireland/United Kingdom
Email address: t.mclaughlin1337@gmail.com
Portfolio: http://indenialgames.com/

Projects

Photon PUN multiplayer Shooter
Created a Top Down Shooter with Photon's Multiplayer Framework PUN inside Unity using C#.

Multi Scene Editing Tool
Created a Tool to make the process of working with multiple scenes in Unity less time consuming and problematic.

Modular Inventory System
Created a slot based Inventory System to use for different prototypes that is easy to expand and re-use with little editor work for Unity using C#.

Portfolio Website
Built My Portfolio Website from scratch using HTML, CSS and Javascript

Education

09/2015 – 05/2019   IRELAND
Game Design & Art | BSc (Hons)
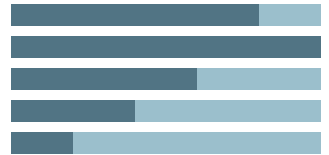**Limerick Institute Of Technology**
Studied Game Design, Programming & Art

Key Learnings Include
- C# & Unity Engine
- Game Design
- Houdini

Key Skills

C#	
Unity Engine	
.NET Core	
HTML5 & CSS	
Java Script	

Work experience

08/2018 – 05/2020   GALWAY, IRELAND
3D Artist
Romero Games
Worked On Empire Of Sin a RPG built in Unity as a 3D Artist. I helped with building props and weapons Including setting them up In Engine & Helped with the design of Levels and Set Dressing.

06/2016 – 08/2017   REMOTE
3D Artist
Periscope Games
Contributed to the making of several assets in the game, primarily focusing on Weapons, Vehicles and Environment Props.

Hobbies

Coming up with new ideas

Creating Prototypes

Social Media

PORTFOLIO

LINKEDIN

GITHUB

EMAIL