

Thomsen Cummings 215-896-2827

 thomsencummings@gmail.com  [github](#)  [linkedin](#)  [personal site](#)

Experience

Game Developer • 2019 - 2020

Team Probiotic, Elkins Park, PA

- Built pure-functional Haskell ECS including from-scratch OpenGL shader pipeline, simple 3D collision physics, and dynamic camera
- Created in-editor Godot game engine tooling for interactive dialogue-tree with integrated event propagation and custom UI

Software Engineer • 2016 - 2018

Snaps Media Inc., New York, NY

- Led development on client-facing React/Redux CMS SPA with AWS Cognito integration
- Implemented custom roles/policies system into frontend logic for fine-grained feature access and viewing
- Onboarded 4 engineers to pattern-oriented React frontend development

Research Assistant • 2015

Temple University Cognition Lab Philadelphia, PA

- Mapped CSV data for SPSS statistical analysis by writing MS Excel macros
- Managed data recovery for 400 participant experiment on E-Prime data collection software

Education

App Academy • 2016

Web development bootcamp,
1000 hrs pair-programming environment, full-stack app
production, <3% acceptance rate

Temple University • 2011-2015

BA Psychology

Skills

JavaScript

Haskell

C#

SQL

Ruby/Rails

React.js

Redux

Webpack

GDScript

Node.js

Godot

Unity

jQuery

HTML

CSS

Git

AWS

Adobe
Photoshop
CS6