

Thomsen Cummings 215-896-2827

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Experience

Independent Game Developer • 2018 - 2020

Probiotic Games, Elkins Park, PA

- Built pure-functional Haskell game engine including OpenGL 3D shader pipeline, 3D collision physics, and dynamic camera
- Created 2 one-level prototypes for 2D ongoing products in Godot engine from scratch including custom event bus, custom state pattern, command pattern based dialogue system, sprite work, audio, and 3D modeling

Software Engineer • 2016 - 2018

Snaps Media Inc., New York, NY

- Led development on client-facing React/Redux CMS SPA with Sails.js backend and 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.js development

Research Assistant • 2015

Temple University Cognition Lab Philadelphia, PA

- Mapped CSV data for SPSS statistical analysis by writing MS Excel macros

Education and Other Awards

App Academy • 2016

- 1000 hrs pair-programming environment
- Created lightweight Ruby-based ORM
- Built Full-stack clone of 2016-era OkCupid

Temple University • 2011-2015

- BA Psychology

Eagle Scout • 2010

Skills

JavaScript

Haskell

C#

SQL

Ruby/Rails

React.js

Redux

Webpack

GDScript

Node.js

Godot

Unity

jQuery

HTML

CSS

Git

AWS

Adobe
Photoshop
CS6