

Thomas R. Smith

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Skills

- C++
 - C#
 - Python
 - Interdisciplinary Communication
 - Data Structures and Algorithms
 - Unreal
 - Unity
 - Git and SVN Version Control
 - Agile Methodologies
 - Microsoft Office Suite
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Projects

Poly-Vinyl Pests! | Class Project, Champlain College Fall 2024 - Spring 2025

- Built a modular and extensible state machine to handle complex boss ai behaviors
- Set up robust input systems to support both singleplayer and multiplayer gameplay
- Created eye-catching and coherent visuals with Unity's shader graph
- Experimented with network programming using Photon PUN 2

Unity Voxel Engine | Personal Project Spring 2025

- Designed an engine for generating voxel-based objects in Unity
- Created systems for procedurally generating voxel landscapes
- Implemented UI controls and systems for real-time world editing

Rhythm Espresso | Class Project, Champlain College Spring 2024

- Designed and implemented a queue-based UI system to display button combos
 - Optimized Unreal blueprints for a cleaner and more efficient codebase
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Education

Bachelor of Science Degree in Game Programming Expected 2025

Minor in Mathematics

Champlain College, Burlington, VT

3.022 GPA

Additional Experience

Theme Camp Director

Bainbridge Island Parks District | June 2022 - August 2023

- Planned and led a variety of themed activity camps for children of ages 5 - 13
- Managed and supervised small teams of coworkers for each camp
- Assisted neurodivergent and special needs children as a one-on-one companion