Michael Thomas

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PERSONAL PROFILE

A highly committed, determined final year Computer Games Programming student looking for a graduate job in the gaming Industry. A keen learner, enthusiastic to develop new skills, and dedicated to always work at a high standard and meet the needs of clients or to exceed them.

SKILLS

TECHNICAL SKILLS

Languages:
C/C++ • C# • Swift/Objective C, XML, HTML5/CSS3
Software:
• Unity • Unreal Engine 4 • Git • Visual Studio • XCode
Misc:
• OpenGL API • Multi-threaded application(C++)

SOFT SKILLS

Strong:
• Problem Solving • Critical Thinking • Adaptability
• Passionate • Eager to Learn • Networking

EDUCATION

TEESSIDE UNIVERSITY

BSc (Hons) Computer Games Programing
Expected Graduation July 2020 | Teesside, UK
Expected grade: First Class honours

SUNDERLAND COLLEGE

BTEC Level 3 Extended Diploma ICT
Graduated July 2016 | Sunderland, UK
Grade: Triple Distinction*

INTERESTS

3D Rendering APIs
• Keeping up to date with OpenGL, Vulkan and Direct3D, as well as raytracing in Minecraft from Nvidia
Networking Events
• Recently attended Game Bridge and EGX. I enjoy meeting developers and discussing the technical aspect of creating their game
Gaming/Computers
• Passionate about the technology behind computers from a young age. Created my own computer at 14 years old

PROJECTS

PROCEDURAL GENERATION | Website, Github

OpenGL, C++ | Teesside, UK

- Currently building a voxel engine using OpenGL/C++ for procedural generation
- Showcasing the benefits of using voxels to generate terrain with great FPS
- Implemented infinite terrain using Perlin noise, multi-threading, occlusion culling and frustum culling

AI PATHFINDING & FLOCKING | Website, Github

Unity, C# | Teesside, UK

- Built A* pathfinding and leader-follower flocking in unity
- Showcasing pathfinding, flocking and decision making to create an AI for games
- Implemented A* algorithm and steering behaviours (evade, arrival, separation and collision avoidance)

GLOBAL GAME JAM | Website, Github

Unreal Engine 4 | Teesside, UK

- Built a themed party game in 48 hours with a team in UE4
- Showcased working within a team and having a fun time creating a game
- Implemented a fun 4 player game, where you try to collect bricks to build your house

MOBILE DEVELOPMENT | Website, Github

XCode, Swift/Objective C | Teesside, UK

- Built an iOS game with gestures and accelerometer in Swift
- Showcasing a 'heat' themed game using the touch screen and accelerometer to navigate around the level
- Implemented tap gesture to jump and accelerometer to move around, avoiding the fire