Thomas Kesler

UNITY & C# DEVELOPER

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OVERVIEW

A Professional Unity Developer with 3+ years experience with a passion for growing my skills as a Software Developer in a multidisciplinary team environment. I have experience helping fellow developers with code reviews and troubleshooting their projects. Passionate about staying on top of the latest trends in development and testing where new ideas lead.

SKILLS

- ✓ Unity3d
- ✓ C#
- ✓ Mobile Development
- ✓ VR Development
- ✓ Object Oriented Programming
- ✓ Veteran Gamer

PROJECTS

Book Of Dice - Developer   2020 – Present

- ➤ Physics Based Dice Rolling App designed for use with tabletop RPGs such as D&D / Pathfinder
- ➤ Released on Google Play with updates made with User Feedback

Galaxy Shooter Redux - Developer   March – June, 2021

- ➤ Top down Space Shoot-em Up

Space Cadet - Developer   Feb 15th – Mar 15th, 2021

- ➤ 4 Week VR Intensive - Sit Down VR Experience

Epic Tower Defense - Developer   Nov 1st – Dec 14th, 2019

- ➤ 6 Week BootCamp – Sci-Fi Themed Tower Defense Game

Kit's Journey – Developer   Sept, 2019

- ➤ GameDevHQ September Game Jam – 48 hours – 2D Side Scroller with 'Teleport' theme

TRAINING & CERTIFICATIONS

GameDevHQ   Remote

Professional Game Developer BootCamp   Nov 2019 - Present

- ➤ Worked in a Fast Paced Collaborative Environment
- ➤ Worked with variety of 2D & 3D game-assets
- ➤ Wrote Performant code and game play systems from scratch
- ➤ Blended Animations using the animation system
- ➤ Developed Shaders using Shader Graph
- ➤ Debugged and Optimized code for Performant Builds