

Thomas Shadforth

Gameplay Programmer

<https://tshadforth16.wixsite.com/portfolio>

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Profile

Hello there, I'm Thomas. I enjoy games and the gameplay experiences they provide so. These experiences are what pushed me to pursue a dream in games development, so that I may develop such experiences myself. Since deciding to follow this dream, through perseverance and dedication I achieved a degree in games development and have devoted myself to continued learning of different techniques, mechanics and so on as I begin to make my start in the industry.

I have a simple end-goal: I want to be able to develop games that are engaging and enjoyable, which feel satisfying to play. I want to do this through applying what I've learnt, as well as learning more from a passionate team that shares my ideas and beliefs.

Technical Skills

- C# & Unity
- Github
- Python
- Unreal & Blueprinting
- Slack/Discord/Microsoft Teams
- Video Editing

Relevant Games Industry Experience

Gameplay Programmer Global Game Jam 3rd February 2023 – 5th February 2023	Joined a multi-discipline team and aided with the development of <i>Root Note</i> . The project was conceptualised, developed, tested and submitted within 48 hours for the Global Game Jam. Handled the main mechanics, as well as UI and other critical pieces of programming. https://ginnysutton.itch.io/root-note
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Gameplay Programmer GDN Big Festive Jam 2022 3rd December 2022 – 13th December 2022	Joined a multi-discipline team and aided with the development of <i>Christmas Snatcher</i> , programming the main mechanic, AI, menu systems, and so on in C#, as well as performing bug-fixes based upon both internal and external play-tester feedback throughout the development of the project over a 10-day period. https://tom-shad-games.itch.io/christmas-snatcher
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Gameplay Programmer February 2022 – May 2022	Worked with a team to produce <i>Morning Sinner</i> , a 3D puzzle game with 2D graphics. The project was conceptualised, developed, tested and presented over a 12 week development period for a final year group project module.
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Gameplay Programmer February 2021 – May 2021	Worked with a team to produce <i>A New Page</i> , a 2D puzzle platformer. This project was conceptualised, developed, tested and presented over a 12 week development period for a second year group project module.
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Education

University of East London: Computer Game Development (BSc Hons) – 1st

Relevant Modules: 84 – Final Project Completion (Final Year)
88 – Gameplay Programming (Second Year)
74 – Game Client Project (Group Project, Second Year)
79 – Agile Game Development (Group Project, Final Year)
78 – Rapid Game Prototyping (Final Year)

Other Employment

Student Ambassador University of East London Oct 2019 – June 2022	Responsible for representing the university on open days, offer holder days, and so on. Utilized interpersonal skills to provide information to prospective students, accompany them on campus/accommodation tours, and ensuring they were sign-posted to desired taster sessions throughout said open days.
Crew Member McDonalds June 2019 – September 2019	Responsible for providing satisfactory service within a high intensity work environment. Was taught multiple disciplines – from preparing smaller portions of orders, serving orders to customers, to assisting with the close of the restaurant.
Information Systems Intern Colchester Institute July 2018 – August 2018	Intern for a period of several weeks throughout the summer. Responsible for assisting in the day-to-day operations of an information systems department, performing audits on a record of software, both actively used and no longer necessary.

Hobbies and Interests

Outside of the time I spend playing different types of video games, I am an avid Table-top RPG player. I have spent the last few years playing in D&D campaigns where I have been invested in the worlds, characters and stories introduced to me, the most recent of which being the beginning of 2023. During that time, I have come to learn the ins and outs of how the game's systems work (Although still not building the best of characters) and have even taken to learning some systems in-depth for direct or indirect application to some projects. I feel as though D&D was the perfect hobby to both enjoy casually and to study methodically. Alongside my growing love for tabletop, I enjoy playing sport (Primarily Tennis), drawing when I find the time, watching series in my spare time, as well as streaming games on Twitch.

References available upon request