



Oliver Thomas

C++ PROGRAMMER

EXPERIENCE

Lead Programmer | Get in the Box Studios 2022 - Present

Lead the programming team on Deckweaver: Descent into Chaos, a roguelite deckbuilder with a Lovecraftian theme. Done in Unreal 5 with C++.

- Coordinated with cross-discipline teams
- Maintained code standards through code reviews
- Lead sprint planning for technical tasks
- Implemented enemy AI, including a horde manager influenced by a "player stress" calculation

Gameplay Programmer | VHA 2023

Worked on a training sim for the VHA's "Community Care" system. Project was done in C# with Unity.

- Created a data-driven dialogue system to ensure easy creation of new scenes.
- Implemented a game manager to keep track of the progression and completion of a scenario.
- Coordinated with artist to create a NPC creation system for future developers.

PROJECTS

Six Degree of Freedom Navmesh

A six degree of freedom navmesh for flying or swimming-type enemies. Created as a plugin for Unreal in C++.

- Utilizes octree optimization for navmesh generation.
- Handles dynamic obstacles and multiple pathfinding tasks through multi-threading.
- Strong focus on optimization for both pathfinding and navmesh generation.

Educational Game Engine

A data-driven game engine developed for educational purposes entirely in C++.

- Uses JSON as a scripting language through the use of a chain-of-responsibility parsing system.
- An abstract factory design pattern allows users to create their own custom classes.
- Supports both Windows and Linux.

CONTACT

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SKILLS

Languages: C++, C#, Python

Engines: Unreal, Unity

Version Control: Perforce, Git

IDE: Visual Studio

EDUCATION

Florida Interactive Entertainment Academy @ UCF

MS - Interactive Entertainment
Specialization: Programming
2022 - Present

University of Florida

BS - Digital Arts and Sciences
2017 - 2021