# Thomas Claiborne

Gameplay Programmer
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## PROFESSIONAL SUMMARY

Versatile Gameplay Programmer with expertise in C++ and C# development across multiple game engines. Specializing in creating responsive player controls, engaging combat systems, and interactive gameplay mechanics. Demonstrated ability to lead technical implementation while collaborating effectively in team environments. Passionate about crafting immersive player experiences through innovative programming solutions.

## SKILLS

Programming Languages: C++, C#
Development Tools: Visual Studio, GitHub, Helix Core P4V
Game Engines: Unreal Engine 5, Unity
Professional Skills: Team Leadership, Problem-Solving, Agile Development, Time Management

## EXPERIENCE

**Unity Developer Intern** September 2024 - March 2025
*TheNetVR- New York*

- Developed player armature features including controls, movement, and interaction systems in a VR environment.
- Streamlined gameplay mechanics with senior developers to optimize gameplay by 14%.
- Utilized Unity game engine alongside GitHub for version control and Visual Studio for development.
- Facilitated weekly cross-functional team meetings to align technical solutions with design requirements.

## EDUCATION

**Bachelor of Science in Game Development (B.S.)** May 2025
*Full Sail University, Winter Park FL*
Relevant Course Work: Programming I & II, Data Structures and Algorithms, Engine Development, Artificial Intelligence, Game Architecture & Integration, Computer Graphics, Systems Programming, Software Engineering, Linear Algebra & Physics.

## PROJECTS

**Ascension Zero** February 2025 - Present

- Lead programming efforts for a UE5 project, building comprehensive gameplay systems using C++.
- Engineered responsive movement mechanics and intuitive melee combat systems with strategic depth.
- Developed innovative training systems and mini-games, providing players with engaging progression paths.
- Optimized performance across all gameplay systems to ensure smooth player experience.

**Project Elysium** January 2024 - March 2024

- Programmed fluid player controller in C# handling over 20 different animation states with seamless transitions.
- Constructed dynamic combat system supporting both ranged and melee attacks, increasing player engagement by 25%.
- Devised randomized loot distribution algorithm balancing player progression across 10+ possible weapon variations.
- Collaborated with a team of 3 developers to integrate gameplay systems with minimal dependency conflicts.