Tommy Minter

Game Developer || Software Engineer

Vancouver BC ● tommy@knocktwice.ca ● [Portfolio](#) ● in [Linkedin](#) ● ✪ [Github](#)

Motivated and passionate Programmer and Technical Artist with strong foundations in C++, C#, Unity, and Unreal Engine. Strong foundation in shader programming, asset optimization, and developing tools to enhance art production workflows. Enthusiastic about coding, improving techniques, and creating polished visual effects. Passionate about incorporating accessibility features in games and committed to raising awareness of accessibility in game development, eager to contribute to innovative projects and solve complex challenges.

WORK EXPERIENCE

"LayOff" (Student Project) - *Vancouver, BC*
Feb 2024 - Aug 2024

Programmer / Technical Artist
- Successfully delivered a high-quality project from pre-production to final over 6 months
- Developed shaders using HLSL and Shader Graph for a 3rd person, 4-player networked multiplayer trap placement game
- Created VFX and shaders that enhanced the gameplay experience.
- Focused on optimization for smooth networked gameplay.

"StickDots" (Student Project) - *Vancouver, BC (Remote)*
Mar 2024 - Jun 2024

Project Manager / Programmer
- Delivered an online multiplayer-ready game with a team of 9 programmers over 4 months.
- Programmed game mechanics for a seamless player experience.
- Managed a diverse team, oversaw project tasks, conducted code reviews, and ensured quality.
- Focused on networking the game for smooth multiplayer interactions.

"CataTonic" (Student Project) - *Vancouver, BC (Remote)*
Jan 2024 - Feb 2024

Programmer
- Delivered an end-to-end Isometric adventurer game with a team of 5 over 2 months.
- Played a key role in the architecture and implementation of gameplay, UI, HUD systems, and events.

"Bro-Heat BrickBreaker" (Student Project) - *Vancouver, BC (Remote)*
Jan 2024 - Feb 2024

Programmer
- Delivered a brick breaker game made in a custom C++ engine with a team of 2.
- Developed custom Factories and Collsion systems

EDUCATION

- *Vancouver Film School | VFS (Programming for Games, Web and Mobile)*
  (Aug 2023 - Aug 2024)

Technical Skills

- **Game Programming || Software Development:** Unity, Unreal Engine, C#, C++
- **Shader Programming:** HLSL, Shader Graph, VFX creation
- **Networked Multiplayer Development:** Synchronization and Performance Optimization
- **Scripting/Programming:**, C#, C++, JavaScript, Python