

Thomas Mc Laughlin

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SUMMARY

Determined and knowledgeable software engineer who is experienced in working with both on-site and offshore teams. Highly motivated and demonstrated talents in guiding fellow colleagues.

EXPERIENCE

LAVASKULL GAMES - Software Engineer

Birmingham, United Kingdom

04/2021 - Current

- Worked on a live multiplayer mobile game for Android & IOS
- Responsible for guiding and directing the 2 software engineers under me, as well as planning out the roadmap for the programming department.
- Worked with C#, Unity Engine, NoSQL, Node.JS & HTTP
- Implemented Major changes including - Implementing a new Net Code, Rendering Upgrades, Upgrading and Maintaining new Engine Versions.
- Worked closely with the CEO on designing new features for the game.

VARTECH Technologies - 3D Artist

Remote, U.S

12/2018 - 06/2020

- Worked with a client across several projects built for VR.
- Designed and built 3D models to tight client specifications.
- Worked with Unreal Engine 4 & Unity Engine for the implementation of 3D Assets.

ROMERO GAMES - 3D Artist

Galway, Ireland

04/2018 - 05/2020

- Responsibilities included creating new props and weapons, implementing them in engine as well as set dressing and lighting levels.
- Collaborated with creative design team to complete projects on tight deadlines.
- Maintained accurate specs, adhering to our art specification standards.

SKILLS

- C# & .NET Framework
- Node.JS
- Unity Engine & Unreal 4 Engine
- NoSQL (MongoDB)
- Team leadership
- Project management
- 3D Modelling and Texturing
- 3D Shaders Creation
- Game Design & Level Design

EDUCATION

2019

Limerick Institute Of Technology

Limerick, IE

Bachelor of Science: Game Design

Key Learnings Include

- VR/AR
- HTML & CSS
- Game Design & Level Design
- C# & Unity Engine.