

Thomas Porta

Location: UK, EU

Portfolio: thomasporta.github.io | Email: thomasportagames@pm.me | Assets: [Unity Assets](#)

GAME PROGRAMMER

I am an ambitious and driven programmer who loves when games come together as the designers envisioned them. I have experience in several programming languages including C++, C#, Python, Lua and HLSL. I can work in both Unity and Unreal as well as any Engine that is built on C++. I can program shaders and build them in shader graphs. I have worked on **Gloomwood** (PC), **Serpens: Eternal Thievery** (PC) and **Evil Incremental** (Android). I am French and have the right to work in the EU and the UK.

TECHNICAL SKILLS

Languages : C++, C#, HLSL, Python, Lua, Assembly (Debugging)
Unity Engine : C#, Shaders (HLSL, Graphs)
Unreal Engine : Blueprints, C++ integration
Tools : Maya, Photoshop, Blender, Git, Substance Painter and Designer

EXPERIENCE

Game Developer December 2023 - Present
New Blood Interactive London - UK

- Designed and programmed critical systems, like dynamic weather, for Gloomwood.
- Implemented new features and gameplay mechanics, such as the Harpoongun.
- Developed shaders and VFX.

Machine Learning Programmer October 2020 - June 2021
D'Angelin & Co London - UK

EDUCATION

National Film and Television School 2022 - Nov 2023
MA - Game Design and Development Beaconsfield - UK

- **Dissertation:** [Why are Immersive Sims so Immersive?](#)

UCL 2019 - 2020
MSc - Machine Learning London - UK

McGill University 2015 - 2019
BSc - Physics and Computer Science Montreal - Canada

Lycee Francais Charles De Gaulle 2004 - 2015
French Baccalaureate London - UK

PERSONAL PROJECTS

Serpens: Eternal Thievery (PC) *Unity 3D, C#, Maya, HLSL, Systems and AI Programming, Level Design* [Steam](#)

- First Person Stealth Game with highly nonlinear gameplay. Made in 8 months. **Currently has 4000+ wishlists.**

Sirenum (PC) *Unity 3D, C#, Maya, Blender, CG, HLSL, Post-FX Shaders* [Itch.io](#)

- First Person Puzzle Game with multiple endings. Made in 1 month.

Evil Incremental (Android) *Unity 2D, Mobile/Android Dev, C#, UI, Machinations* [Itch.io](#)

- Incremental game for Android. UI only. Upcoming Google Play release. **14000+ players from Itch Release.**