

# Thomas Draper

## Game Designer

### Contact

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[My Portfolio](#)

### Education

Full Sail University 3300  
University Blvd. Winter Park FL,  
32792

I have earned a Bachelor of  
Science Degree in Game Design  
Program with a GPA of 3.31

### Key Skills

Unity 3D  
C #  
Unreal Engine  
C++ Scripting  
UI and UX Design  
System Design  
Level Design  
Game Testing and Debugging

### Objective

I am a dreamer, ready to build new worlds and experiences through games. I have a passion to drive game play. I am very dedicated to epic and balanced game play. I strive only to improve my skills. Experienced team worker, skilled in communication using Trello. Adept in using version control software such as Perforce, Git, and Collab.

### Experience

*10/2005-10/2007*

Programmer • Assembly • TRW

*5/2020-Current*

Date/Game Designer • Lead Level Designer • Blue Slayer Gaming

• Texturing and creating Sprites • Creating GUI elements • Setting up  
gameplay elements • Game testing and bug fixing • Creating and  
implementing Documentation

### In-depth Projects

3/2020- Scraps I created a military base the objective of my game was to complete the car, so hidden in every room on the base was a car part.

5/2020- People Launcher I set up collide able objects to make them collide together. I was given to task to make sure every launcher would be shot at a certain number each time. With every upgrade the launcher would shot further.

### Projects

People Launcher	Scraps	Oh Leader
Evil Unknown	Lights Out	