Thomas Mc Laughlin
Software Engineer

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A Self Taught Software Engineer with a history in the games industry ranging from 3D Art to Programming.
Now searching for new interesting challenges and work with high-growth companies that are making a meaningful impact on the world.

Work History

04/2021 - Present

Software Engineer
Lavaskull Games

- Was made temporarily Lead Engineer of the team within 3 months
- Daily tasks included using C#, AWS, MongoDB & Node.JS
- Implemented major project changes for project lead that previous engineers had avoided to implement such as - Engine Upgrade, New Networking API, Rendering Pipeline Upgrades & UI Overhauls for Performance Gains

Personal Projects

All Personal Projects Have Video Demonstrations Available On My Portfolio Website

Photon PUN Multiplayer Shooter
Created a Top Down Networked Shooter in Unity using Photon PUN 2

Personal Portfolio Website
Personal Portfolio Website built using HTML, CSS & JavaScript

Game Level Toolkit
Created a more modular solution for working with multiple scenes at a single time within Unity to ease the exerpience for designers

Modular Inventory System
Created a slot based Inventory System to use for different prototypes that is easy to expand and re-use with little editor work, as well as being lightweight for Unity Engine.

Education

09/2015 - 05/2019

Game Design & Art | BSc (Hons)
Limerick Institute Of Technology

- C# & Unity Engine
- HTML & CSS
- JavaScript & ActionScript

Key Skills

- C# & .NET Core
- WPF & Xamarin
- HTML & CSS
- Javascript
- NoSQL - MongoDB
- Node.JS
- Amazon Web Services

Social Media

Github
https://github.com/tommy39

LinkedIn
https://linkedin.com/in/thomas-mclaughlin-423a34131/