

Thomas Deeb

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Senior developer with **11+ years** of experience working on software and **7+ years** managing local and remote servers. Collaborative team player with a passion for quality who values ownership. Looking for a new challenge in gaming, web technologies, or infrastructure to develop impactful experiences.

Language Skills

English (native), Finnish (B1),
Arabic (passive fluency), Spanish (A1)

Education

B.S. in Computer Science: Game Design
University of California, Santa Cruz

Professional Experience

— Unity Developer at Yousician | August 2021 – January 2026 | Helsinki, Finland

Yousician is a music education company with the goal of making musicality as common as literacy.

- **Payments & campaigns** – implemented conversion screens for in-app purchases and promotions
- **Retention features** – implemented Streaks, Time Travel, and Song Voting to reduce user churn
- **UI implementation** – worked with designers to implement and polish user interfaces and animations

Tech stack: C#, Unity, S3, Figma

— Software Engineer (Contract) at Spatial Digital | October 2020 – August 2021 | Remote

Spatial Digital specializes in bringing augmented reality to the fashion industry.

- **Datastore integration** – utilized Firebase to sync user data, allowing avatar customization across devices
- **Native SDK features** – integrated ARCore to allow users to view their avatars in an AR setting

Tech stack: C#, Unity, Firebase, ARCore

— UI Engineer (Contract) at Cosmo's Tuxedo | December 2020 – February 2021 | Remote

Cosmo's Tuxedo is the indie game developer behind the strategic simulation game, Electioneering.

- **UI implementation** – wrote and implemented custom UI elements to improve UX
- **Optimization** – increased player immersion by reducing Unity UI draw calls and memory usage

Tech stack: C#, Unity

— Game Programmer at Downpour Interactive | November 2018 – February 2020 | Remote

Downpour Interactive is the studio behind the popular VR military simulator, Onward.

- **Hardware support** – introduced a virtual gunstock feature to improve controls for the Oculus Quest
- **Immersion features** – implemented the player character catching on fire and drowning in deep water
- **Internal tooling** – wrote tools to save in-house level designers several hours of time per week

Tech stack: C#, Unity, SteamVR

— Contract Software Engineer at TJC Heritage Ltd | January 2018 – April 2018 | Remote

TJC Heritage Ltd helps conserve, repair and adapt heritage assets, historic buildings, and landscapes.

- **Level design** – added new locations in a virtual tour of the historic Deepdene estate
- **Accessibility design** – improved input controls to increase museum visitors' retention and engagement

Tech stack: C#, Unity, SteamVR

— VR Engineer at Boom.tv | April 2017 – November 2017 | Redwood City, CA, USA

Boom.tv is a leading esports entertainment platform that fosters the growth of gaming communities.

- **Gameplay implementation** – wrote movement and powerup systems for HyperNet Arena
- **Social features** – implemented minigames for a VR lounge to increase user engagement

Tech stack: C#, Unity, SteamVR

— VR Game Engineer at Colopl NI Inc. | August 2016 – November 2016 | San Mateo, CA, USA

Colopl NI Inc. is the developer behind hit VR-titles such as Cyberpong and Slot Tub Party.

- **Gameplay features** – implemented inventory, map, and save systems
- **Analytics integration** – implemented Unity Analytics to identify problems and increase player retention

Tech stack: C#, Unity, SteamVR

— Jr. Game Developer at Galxyz | April 2016 – June 2016 | San Jose, CA, USA

Galxyz develops Blue Apprentice, an NGSS-aligned educational science game for ages 6 – 12.

- **Personalization features** – wrote character customization tools for children to enjoy
- **Core payment infrastructure** – implemented in-app purchases on iOS and Android

Tech stack: C#, Unity

— Front-end Game Developer at LG Dev Shop | Jan 2015 – Feb 2016 | Los Gatos, CA, USA

LG Dev Shop is the studio behind Darblez, a top-down head-to-head robot battle game for mobile platforms.

- **UI Implementation** – collaborated with designers to implement and refine menu and game UI
- **Retention features** – implemented visually appealing animations for gacha mechanics

Tech stack: C#, Unity, NGUI

Personal Projects

— System Administrator & Twitch Plays Game Host | July 2019 – Present

Administering and maintaining a homelab and VPS servers, and hosting [Type2Play](#) streams on Twitch.

- **Maintenance** – use Docker to containerize services, and write scripts to automate data backups and help troubleshoot performance issues (*Docker, Python, Bash, Linux*)
- **Alerting** – set up alerts when jobs fail and the game stream is down (*Docker, Python, Bash, OBS, Linux*)
- **Security** – secure services behind a reverse proxy, VPN, and implement 2FA to harden access (*Docker, Wireguard, Linux*)

— Core Developer & Stream Maintainer on [TRBot](#) | March 2019 – Present

A free/open source software project aimed at enabling remote collaborative play of video games through text.

- **Native features** – wrote lexers to convert text to inputs on virtual game controllers (*C#, Rust, C*)
- **Service integration** – wrote APIs to read text from Twitch, Matrix, WebSocket, and IRC (*C#, SQLite*)
- **Integration features** – wrote helper applications such as a controller input display (*Godot, GDScript*)

— Designer & Programmer on [Maze Burrow](#) | October 2018 – April 2020

A solo-developed indie puzzle game for desktop platforms, released on Steam and itch.io.

- **Core engine** – implemented asset management, core gameplay, and a particle engine (*C#, MonoGame*)
- **Level design** – designed 70+ levels by hand to create engaging Sokoban-inspired puzzles (*C#, Tiled*)
- **User research** – utilized playtester feedback to improve the game (*SurveyMonkey, in-person events*)