

Thomas Deeb

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Experienced developer with 7+ years shipping software across desktop, mobile, and XR platforms seeking an engineering position to make a positive impact on society. I enjoy tackling new challenges and value collaboration and working on interdisciplinary teams.

Languages

C#, Python, C++, C

Engines, Frameworks, Tools

.NET, Unity, NUnit, SQLite,
EF Core, MonoGame, Tiled

Education

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

Professional Experience

Unity Developer at Yousician

August 2021 – Present

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

- Implement new conversion screens for in-app subscriptions to reduce churn and enable 2+ million users to access Yousician's award-winning curricula
- Upgrade and maintain cross-platform critical payment infrastructure, taking advantage of new iTunes and Google Play features, to improve retention for 1+ million users
- Collaborate with designers and project managers to further user engagement through critically-acclaimed partnerships with famous artists, such as Metallica

Software Engineer (Contract) at Spatial Digital

October 2020 – August 2021

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

- Ramped up user engagement by implementing user-defined avatar generation features
- Integrated Firebase to streamline syncing user data across devices to improve the user experience
- Utilized ARCore to allow users to view their avatars in an AR setting, further increasing user engagement

UI Engineer (Contract) at Cosmo's Tuxedo

December 2020 – February 2021

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

- Greatly improved the user experience by implementing new features, including custom UI elements
- Increased immersion for hundreds of players by optimizing game performance

Game Programmer at Downpour Interactive

November 2018 – February 2020

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

- Introduced a virtual gunstock feature to improve game control for 7,000+ players using inside-out tracking devices, such as the Oculus Rift S and the Oculus Quest
- Greatly improved game immersion and engagement for 1,200+ players through game optimizations
- Increased the efficiency of in-house level designers, saving 3+ hours of development time per week, by authoring internal tools

Contract Software Engineer at TJC Heritage Ltd

January 2018 – April 2018

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

- Added new locations in a virtual tour of the historic Deepdene estate for 100+ museum visitors to view
- Improved controller and mouse input controls to increase museum visitors' retention and engagement

VR Engineer at Boom.tv

April 2017 – November 2017

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

- Led development on HyperNet Arena, resulting in prominent streamers such as DrDisRespect running 100+ player tournaments in short amounts of time
- Increased user engagement on a VR lounge application by implementing social features and minigames

VR Game Engineer at Colopl NI Inc.

April 2017 – November 2017

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

- Increased engagement for 100+ players by implementing gameplay systems in Captain Longbeard
- Integrated analytics to identify areas of improvement across 3+ revisions to increase player retention

Jr. Game Developer at Galxyz

April 2016 – June 2016

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

- Authored character customization features, enjoyed by hundreds of children in schools
- Drove revenue by implementing in-app purchases on iOS and Android

Front-end Game Developer at LG Dev Shop

January 2015 – February 2016

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

- Streamlined the game's UX and UI by collaborating with designers to improve retention for 100+ players
- Increased revenue by implementing a visually appealing animation for unlocking new robots

Personal Projects

Designer & Programmer on [TRBot](#)

March 2019 – Present

A software project aimed at enabling remote collaborative play of video games through text.

- Wrote an API to read inputs from services such as Twitch and IRC to enable streamers to introduce collaborative play to their audiences
- Raised \$700+ for charity by hosting a streaming competition powered by the software
- Authored a controller API to translate input text to game actions

Designer & Programmer on [Maze Burrow](#)

October 2018 – April 2020

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

- Wrote the game engine, including features such as asset management, undo system, and particle engine
- Designed 70+ levels by hand using the Tiled map editor to create engaging Sokoban-inspired puzzles
- Utilized playtester feedback to improve the game over 10+ major versions and increase player retention