

# Thomas Wilson

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I'm a game developer with 10 years experience directing, designing, and engineering games. As a team-oriented creative and engineer, I bring a holistic perspective to game projects. I love collaborating across disciplines and creating meaningful experiences that better players' lives.

Skills: Unreal Engine | Unity | UEFN | Scripting | FMOD Studio | Perforce, Git | Jira

## Magnopus | Game Designer | 2024 - now

- Designed and engineered music-based gameplay and audioreactive visuals for three Fortnite Festival virtual concert events: the [Daft Punk Experience](#), [Chapter 2 Remix: The Finale](#), and [Karol G MSB Fortnite](#).
- Designing gameplay systems, including DJ-style audio effects and instrument-based mechanics, for an unannounced music game where players remix songs to generate procedural environments.
- Designed numerous interactive experiences for high profile companies like Pixar, Meta, Netflix, and Epic Games using Unreal Engine.

## Bad Dream Games | Co-Founder + Creative Director | 2018 - now

- Directed, produced, designed, and engineered [One Hand Clapping](#), a 2D puzzle platformer where you sing into your microphone to solve musical puzzles and change the world around you. ~5 hours of gameplay. Made with Unity.
- Iteratively refined 50+ musical and rhythmic mechanics centered on player expression.
- Directly managed an international team of 10 employees and contractors for two years.
- Released simultaneously on Steam, GOG, Switch, Xbox One, PS4, iOS, Android, and Stadia. Later ported to Xbox Series, PS5, and Amazon GameNight.
- **Notable Achievements:**
  - Audience Choice Award | IndieCade 2018
  - Winner of SXSW Gaming Pitch Competition | SXSW 2019
  - Winner of Game Pitch Championship | Dreamhack 2019
  - Winner of Nordic Game Discovery Contest | Ludicious 2019

## Airstrafe Interactive | Technical Designer | 2022 - 2023

- Contributed to [Soleblazers](#), a 3D multiplayer shopkeeping survival game. Made with Unity.
- Designed and engineered numerous features such as item crafting, inventory controls, user interfaces, quest logs, skill tree progression, analytics, economy balancing, and more.

## Zoic Labs | Software Developer | 2018 - 2019

- Designed and engineered multiple AR/VR experiences with Unity and Unreal.
- Developed an advanced whiteboard UWP application in C# and C++.

## NASA Jet Propulsion Laboratory | Software Engineer Intern | 2018

- Helped develop OnSight, an AR application for the HoloLens which allows scientists to immerse themselves in a reconstruction of the Mars terrain based on images sent from the Curiosity rover. Made in Unity.
- Improved a system for streaming large datasets and optimized the rendering pipeline.

## Psyop | Programmer Intern | 2017 - 2018

- Implemented an advanced menu system for the game Camp W, which responded dynamically to gameplay events, facilitated a spell casting mini-game, and interfaced with a custom storywriter application.
- Developed AR applications for mobile and the HoloLens using ARCore/ARKit/ARStudio, Unreal Engine, and Unity.

## Gadget-Bot | Gameplay Engineer | 2016 - 2017

- Built Kaidro: The Awakening, a VR game for the HTC VIVE and Oculus Rift in Unreal Engine 4. Designed and engineered locomotion, combat, enemy AI, HUD UI, and a branching dialogue system.

B.S. in Computer Science: Games | University of Southern California, 2018