

Contact

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Links

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Education

2022
Masters in Game Design
Full Sail University

2018
Bachelor in Game Design
Full Sail University

Expertise

- Languages: C++, C#
- Game Engines: Unity, Unreal Engine
- Mobile Development: iOS/XCode, Android/Android Studio, TestFlight
- Version Control: Git, Perforce, Plastic SCM
- AR/VR Development: ARKit, ARCore, Oculus SDK
- Software Tools: Visual Studio, Jira, JetBrains Rider
- Networking: Unity Netcode, MQTT
- Web Development: RESTful APIs, Web Requests (POST, PUT)
- .NET Development: WinForms, .NET Framework

Savion Thomas

Software Engineer

Software Engineer with 4+ years of experience in tech and gaming. Specializes in Unity, Unreal Engine, C#, and C++. Proven track record in mobile development, VR/AR, and game design. Expertise in leading projects, driving innovation, and delivering high-quality software solutions. Strong problem-solving and collaboration skills. Known for creating immersive gaming experiences and optimizing performance across platforms.

Experience

2023 - 2024

X Studios | Winter Park, FL

Unity Engineer

- Led a team of artists and engineers in developing the Ebay Vault Trials VR project using Unity and C#.
- Developed mobile applications for iOS and Android, enhancing user experience and performance.
- Created Unity Editor build scripts to streamline build processes for mobile, WebGL, and Windows projects.
- Managed mobile builds for the Gunstruction app, ensuring efficient and reliable deployment.
- Implemented MQTT for sending and receiving messages, enabling multiplayer functionality.
- Utilized web requests to send POST and PUT data to a server, ensuring seamless communication between client and server.

2022 - 2023

JHT Inc. | Orlando, FL

Software Engineer

- Developed training simulations for Department of Defense contracts using Unity and C#.
- Utilized Perforce and Git for source control and team collaboration.
- Created custom Unity editor tools to expedite development, focusing on JSON file manipulation.
- Improved workflow efficiency and development speed through innovative tool creation.
- Utilized .NET to create a WinForm application that read Excel/CSV files and converted them into JSON

2021- 2022

Epic Games | Remote/SC

Software Tester

- Tested Unreal Engine 4 and 5 across multiple platforms: iOS, Android, Windows, VR, AR, PS4, PS5, and Xbox.
- Executed and maintained test cases in TestRail, documenting bugs in JIRA.
- Communicated and escalated critical issues to developers, ensuring timely resolution. Managed builds for new Unreal Engine versions, facilitating access for internal and external teams.

2019 - 2020

Activision | Eden Prairie, MN

QA Tester

- Isolated and identified bugs in Call of Duty: Modern Warfare and Warzone, documenting them in JIRA.
- Conducted regression testing on new builds to ensure functionality continuity.
- Performed performance and stability tests, assessing software limits.
- Contributed to the successful release of high-quality games through meticulous testing and reporting.