

Tomas Parker

Gameplay Programmer

Conway, Arkansas | (318) 471-9207 | tmp.lenkii@gmail.com | [LinkedIn](#) | [Portfolio](#)

PROFESSIONAL SUMMARY

Dedicated and self-motivated M.S. in Game Design valedictorian graduate with a B.S. in Computer Science, bringing a strong foundation in gameplay programming, Unreal Engine, and software development.

EXPERIENCE

Associate Gameplay AI Engineer

March 2025 – May 2026

OtherSide Entertainment – Unreleased Project | Remote, US

- Engineered Chimera AI systems and behaviors, including combat, movement, and state-driven decision-making using **AI Perception** and **State Trees**
- Architected a multiplayer Mutation System with **Data Assets** and **Funcctors** to dynamically alter chimera meshes and color changes server-side and replicating behavior logic to clients
- Built a C++ World Subsystem that listens to a WaterBody change delegate to generate NavModifier Volumes in-editor via spline-to-mesh extrusion and Brush Actor duplication with full asset cleanup

Combat & AI Gameplay Programmer Intern

April 2023 – March 2025

Zybot – [Necrotic Nightmare](#) | Combat and AI Programmer | Remote, US

- Collaborate with designers to create and implement boss behaviors and player abilities leveraging **Unreal Engine Blueprints** for an engaging gameplay experience
- Develop enemy AI group behaviors incorporating **Behavior Trees** and adaptive systems

Zybot – [Blades and Bullets](#) | Lead Combat Designer | Remote, US

April 2023 – March 2025

- Spearhead the design and implementation of dynamic combat mechanics, AI, and systems utilizing **Unreal Engine Blueprints** creating an engaging combat experience

Software Developer

May 2021 – November 2023

RealVision Software | Remote, US

- Integrated frontend and backend for Enterprise Content Management Systems, ensuring seamless functionality and user experience
- Utilized C#, JavaScript, PHP, and SQL for multiple projects and tasks

Projects

Gameplay Programmer

August 2024

Ludum Dare 48-hour Discord Game Jam - [Life Steal](#) | Remote, US

- Constructed **Unreal Engine Blueprints** and **Behavior Trees** to develop player combat and enemy AI
- Collaborated with Level and Sound Designers to craft an immersive Boss encounter

Solo Game Developer

March 2023 – Present

Scarlet Fist | Remote, US

- Implement combat systems using the **Gameplay Ability System**, **Unreal Engine C++**, **Camera Animation Sequence**, and **Blueprints**
- Engineer Object Pool Enemy Spawn Systems, and Enemy AI Attack Ticket Systems

SKILLS

- Unreal Engine Blueprints | Unreal Engine C++ | Gameplay Ability System | Unreal Motion Graphics
- Server-Client Architecture | 3D Vector Math | Object Oriented Programming | GitHub | Perforce
- C# | Java | JavaScript | PHP | SQL

EDUCATION

Master of Science in Game Design (M.S.)

Valedictorian | Advanced Achievement | Course Director Award
Full Sail University, Winter Park FL
November 2022 – November 2023

Bachelor of Science in Computer Science (B.S.)

Video Game Design & Dev | Business Mgmt Minor
University of Louisiana at Lafayette, Lafayette LA
August 2018 – May 2022