

Thomas Paul Anderson

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Objective

Driven by a sense of adventure and a mind hungry to be challenged, I am eagerly seeking opportunities to further expand and develop my diverse skillset. My passions lie in the fields of game design and artificial intelligence, as well as in sound design and electro-acoustic composition. Through my coursework at UC Santa Cruz and subsequent workplace and project experiences, I have had opportunities to perform in each of these fields, often while serving in a leadership position. This background, combined with an aptitude for writing and communication, a keen work ethic, and distinctive personality, would make me a solid asset to any team or project

Technical Skills

- Programming: JavaScript, Node.js, C#, C++, C, PHP, Java, Python
- DBMS: JavaScript/Redis, MongoDB; PHP/MySQL; Java/PostgreSQL
- Development Environments: Mac OSX/Sublime Text, Xcode; Windows/Visual Studios; Unix/Emacs
- Sound Design/Recording/Music Composition: Logic Studio, Audacity, Ableton Live, Pro Tools, Peak Pro
- Game Engines/Mod Tools: Unity, UDK, HAVOK, Prepar3d (MFS), VBS2/3, Airplay SDK, Source/Hammer, RPG Maker XP, Game Maker, Unity, WC3 World Editor, Inform7
- Other: Web app development with AngularJS, Bootstrap, CodeIgniter, HTML 5, CSS3, XML, Graphics programming in C++ with OpenGL, Music programming in Max/MSP, 3D Modeling and animation in Softimage XSI, Photoshop, Microsoft Office, Open Office

Project Experience

<u>Project</u>	<u>Description</u>	<u>Contributions</u>
Yodlr www.getyodlr.com	-A browser-based real time collaboration tool. -Developed using cutting edge web technologies (Node.js, WebRTC)	- Co-founder, Yodlr LLC. - Full stack developer
Schrödinger's Cat	-An iPhone puzzle-platformer -Developed with a team of 8 in C++ using the Airplay SDK	- Project Manager - Game, AI, and level design and implementation, music and sound

Workplace Experience

<u>Position</u>	<u>Organization</u>	<u>Description</u>
Software Engineer	ASTi Labs 1370 Willow Rd Menlo Park, CA 94025 (650) 262-6559	- R&D for new markets for real time communication - Game engine programming (C#, C++, UnrealScript)
Writing Tutor	Learning Support Services 221 Academic Resources Center Santa Cruz, CA 95064 (831) 459-4333	Meeting with students in both group and one-on-one sessions focusing on refining writing skills

Education

<u>Certificate</u>	<u>Institution</u>
B.S. with Honors Computer Science: Game Design with a minor in Electronic Music	UC Santa Cruz 1156 High Street Santa Cruz, CA 95064 (831) 459-0111
High School Diploma	Saint Ignatius College Preparatory 2001 37th Ave San Francisco, CA 94116 (415) 731-7500