Thomas Deeb

tdd@posteo.us | www.tdd-dev.com

Experienced developer with 9+ years working on software across desktop, mobile, and XR platforms. FOSS advocate, gamer, and homelabber seeking an engineering position to make a positive impact on society. I enjoy tackling new challenges and value openness, growth, collaboration, and diversity.

Languages	Engines, Frameworks, Tools	Education
C#, C++, C, Python	.NET, Unity, Qt, SQLite, EF Core, MonoGame, Tiled	B.S. in Computer Science: Game Design University of California, Santa Cruz

Professional Software 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 drive subscription rates up by 19% and enable 2+ million users to access Yousician's award-winning curricula
- Actively volunteer to temporarily fill roles, such as QA, to ensure we reach deadlines, increasing team morale
- Enable offers, such as Black Friday, through unique conversion screens to drive up revenue by up to 4% on holiday seasons
- Implement new retention features, including Streaks and Time Travel, to drive user engagement and reduce churn by up to 6%

Software Engineer (Contract) at Spatial Digital

October 2020 – August 2021

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

- Integrated Firebase to automatically sync user data across devices so users can seamlessly customize avatars on their profiles
- Utilized ARCore to allow users to view their avatars in an AR setting

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.

- Implemented custom UI elements to provide an improved UX for players
- Increased immersion for 100+ players by optimizing Unity UI 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 with inside-out tracking devices, such as the Oculus Rift S and the Oculus Quest
- Implemented a status system, which includes catching on fire and moving in water, to improve immersion and engagement for 1,200+ players
- Authored internal tools for in-house level designers, saving them 3+ hours of development time per week

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 1000+ museum visitors to see
- 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 30 minutes
- Increased user engagement on a VR lounge application by enabling 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
- Increased 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 platforms.

- 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 text from services including Twitch, IRC, XMPP, and Matrix to enable streamers to introduce collaborative play to their audiences
- Raised $700+ for charity by hosting multiple streaming competitions of popular games powered by TRBot
- Added integrations and helper applications via Python scripts, C++/Qt, and pluggable C# code

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, rewind 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