THOMAS ROHN

[Website](#) | Trohn54@gmail.com | (847) 863-9183 | https://github.com/trohn54 | www.linkedin.com/in/thomas-rohn

OBJECTIVE

C++ and C# programmer. Experience with game engine programming, 3D math, machine learning, and AI.

SKILLS

- **C++:** 7 years of experience with the language.
- **C#:** 7 years of experience with the language.
- **UNITY**: 6 years of experience with the engine.
- **UNREAL ENGINE 4**: 5 years of experience with the engine.
- **MATH:** Upper level courses including Linear Algebra & Discrete Mathematics.
- **XR:** year long VR (Oculus GO and Vive) team experience using Unity and Unreal.
- **OTHER LANGUAGES:** Light experience in C, HTML/CSS, Javascript, and Python.
- **OTHER PROGRAMS**: Proficient in using the Adobe Suite, Microsoft Word and Microsoft Excel.
- **SOFT SKILLS**: Experience in agile development environments using Jira, Confluence, and Trello.

EDUCATION

Columbia College Chicago | Bachelors of Science in Game Programming | August 2015-July 2020

- **Relevant Coursework**: Object Oriented Programming I & II, C++ programming I & II, Game Programming, Game AI Programming, Graphics Application Programming, Linear Algebra, Numerical Analysis, Discrete Mathematics, Indie Game Team Studio, Web Design, Simulation and Serious Games, Introduction to Game Development, Interface Design I, Computational Media Development.

NOTABLE EXPERIENCE/PROJECTS

Independent Game Development(January 2020 - present)

- Sole programmer, UX/UI designer, and unity engineer for numerous projects since college graduation.
- Projects in Unity with C# and Visual Studio.
- Set for release to market by the end of 2022
- Used GitHub and Trello for project organization
- Projects call for JSON text management, object oriented project architecture, UX design, and hundreds of hours of overall game programming.

Indie Team Game Studio (August 2018 - May 2019)

- Student team of nine
- Lead programmer role
- Unreal Engine 4
- C++ and Blueprints with Visual Studio
- game developed Oculus Go and HTC Vive over an academic year.
- Deadline-based team development class designed to simulate a professional studio environment.
- artificial intelligence, source code with GitHub.

Nature of Code:Unity Remix (March - August 2020)

- Team of four (student and instructors)
- Unity in 2D and 3D
- C# with Visual Studio
- full restructure of Daniel Shiffman's AI book, "Nature Of Code" where the team changed passages and remade examples for application for Unity.
- Topics included artificial intelligence, machine learning, and procedural code.