THOMAS SPALTER

tcs119@msn.com / https://tcs1191.wixsite.com/tcspalter / 479-866-0109

SUMMARY

Thomas Spalter is an ambitious software engineer with experience in full stack development, game development and design, and AR/VR technologies. Through his experiences studying architecture and computer science as well as his work in a professional environment, he hopes to use the skills he has learned to work on incredible projects with amazing people, all while he continues to learn and become an valuable asset to his team. He looks forward to speaking with you and discussing the projects he has worked on. For further details on some of Thomas' projects, please use the link above.

EXPERIENCE

Junior Full Stack Developer / Booz Allen Hamilton   *05/2023 – 03/2025*

- Languages used: C#
- Worked on the development of different applications designed for use by subcontractors.
- Created modular toolkits for use in multiple Booz Allen projects, simplifying use for non-engineers and streamlining tasks
- Developed and scripted a program using AR trackers to detect their real-time locations relative to a world map for a wargaming program
- Led project (both in engineering and design) dedicated to visualization of maintenance course instructions
- Led efforts such as bug reporting meetings and standups to fill in for higher level engineers
- Gained experience working in both team and independent settings for given projects, gained experience with Agile methodologies and JIRA board planning
- Developed a strong proficiency and understanding of Unity technologies

Technical Designer (Contract) / Microsoft - Mojang   *08/2022 – 11/2022*

- Languages used: JavaScript, TypeScript, JSON serialization
- Worked on the R&D Live Events team for the Minecraft Live Mob Vote 2022.
- Helped with the writing and debugging of scripts for different minigames in the Mob Vote server.
- Added localization scripting that allowed text in the server to be read in Minecraft's selection of languages.
- Directly met with members of both the programming and design teams.
- Helped design fixes around the world to prevent player "griefing" and manipulation.

Gameplay Programming Intern / BoardScore Inc. - Virtual   *02/2022 – 07/2022*

- Languages used: C#
- Assisting in work on the YouRiding game in the Unity3D engine.
- Debugging and fixing issues related to in-game cameras and clipping.
- Involved in game design decisions and suggestions for improved gameplay.

EDUCATION

Master of Science: Computer Science
DigiPen Institute of Technology – Redmond, WA   *Received 07/2023*

Bachelor of Science: Architecture
Second Major in Computer Science (Bachelor of Science)
Washington University in St Louis - St Louis, MO   *Received 05/2020*

RELEVANT WORK

AR/VR Projects

IVER Maintenance Course – Lead Programmer, Lead Designer, Project Manager	*2024*
MARFORPAC – Programmer (Tools, UI, Editor Scripting), Led Bug Reporting/Testing	*2024*
GOLDENEYE – Programmer (Tools, Hardware, Android AR Builds)	*2023*
OceanLens – Programmer (Debugging, Graphics/Shaders)	*2023*
Unnamed Geospatial Map Tiling Program – Programmer (Linux, Docker, SRTM Data)	*2023*

Video Games:

Ball 2 the Wall – Producer, Game Designer, UX Programmer, Artist	*2022*
ConCaveity – Producer, Game Designer, Artist, UI Programmer	*2021*
Breakout EFFECT – Programmer, Level Designer	*2020*
Starmander RTS – Lead Designer, UI/UX Programmer	*2020*
Linked Legend – Game Designer, Level Designer	*2019*

Other Work:

Dissertation: Procedural City Generator based on Geospatial Data (TypeScript)	*2023*

CERTIFICATIONS / HONORS

Active U.S. Secret Level Clearance (Expires 03/18/27)
Artificial Intelligence, Enablement (AI Aware) Badge – Booz Allen Hamilton
freeCodeCamp Responsive Web Design Certification
Unity Certified User: Programmer

SKILLS

- Programming Languages: C++, C#, C, Java, HTML, CSS, JavaScript, Python, SQL, TypeScript, HLSL, Arduino C, Swift/Objective-C, and OpenGL

- Computer Science Principles: object-oriented programming, software design patterns, data structures and algorithms, databases

- AI Skills: understanding of how to leverage AI tools for faster workflow, familiar with behavior trees and A* pathfinding

- Game Engines: Unity (advanced), Unreal (Basic), Godot (Basic)

- Design Tools: Adobe Creative Suite (Photoshop, Illustrator) and 3D Modeling Software (Rhino, Blender, AutoCAD)

- Game Engine Development from the ground up using C++ and OpenGL, HLSL, advanced experience developing in Unity with editor tools, asset bundles, shaders, and particle effects

- Additional Game Development Skills: 3D Math, Working with Modern Platforms (particularly regarding AR/VR technology)

- Soft Skills: Agile Methodologies, JIRA, Project Leadership, Cross-Team Collaboration, Version Control (Git/GitHub)