

# Thomas Bonin – Software Engineer, Gameplay

tombbonin@gmail.com - [www.tombbonin.com](http://www.tombbonin.com) - [linkedin.com/in/tombbonin/en](https://www.linkedin.com/in/tombbonin/en)

Orange, CA | US & EU Citizen

3 years exp. | 3 Shipped Titles | C++ | C# | LUA | Unity | Visual Studio  
Ms. Programming | Bs. Game Design | Bilingual in French

## Professional Experience

- Oct. 2015 – Present : Unity C# Developer, Trigger Gobaal, CA, USA
  - Experience Developer on AR projects - LEGO, Star Wars, Giant Killer Robots...
- June 2013 – July 2015 : C++ Developer, Pastagames, Paris, France
  - Gameplay developer on *Pang Adventures*, contributed to nearly every aspect of the game
  - Gameplay developer on *Pix The Cat*, local multiplayer Arena Mode
  - Engine developer on the in-house engine *Linguini* – Used for *WiLD* (Wild Sheep Studio)  
Input handling, Fullscreen handling, Visitor Pattern implementation for Data Driven Programming
  - Contributed in many other ways as expected in small teams: Game Design, Marketing, Voice Acting and held booths at conventions (Paris Games Week, Gamescom...) representing Pastagames to share *Pix The Cat* with the public.
- March - June 2011 : C# Developer, Eureka Technology, Paris, France
  - Designed and developed an app for delivery drivers mirroring Eureka's Software Solution: Dispatch.
  - Developed an API for the TomTom GO, linking it to the Dispatch Server via TomTom's Webservice.

## Education

- 2013 - 2015 : Master of Science in Video Game Programming and 3D Engineering, ESGI, Paris, France
- 2011 - 2013 : Bachelor of Science in Game Design, ICAN, Paris, France
- 2009 - 2011 : Associate Degree in Computer Science, University Paris V, Paris, France

## Skills

- Programming: Experienced in C++, C#, LUA, familiar with common (OOP / Script / Web) languages
- Software : Visual Studio, Unity, SVN, Git | Photoshop, 3DSMax
- Language : Native fluency in English and French, beginner in Spanish

## Personal Projects

[www.tombbonin.com](http://www.tombbonin.com) // [www.github.com/TomBBonin](https://www.github.com/TomBBonin)

- Unity, C# - Grid Builder (WIP)  
A framework to be used in the development of Hex grid based games for rapid prototyping
- Unity, C# - Disastercraft : Simulation XL  
Agent based crowd simulator with customizable behaviors allowing for complex simulations.  
Thousands of agents interact in real time thanks to a Data Oriented Programming approach
- Unity, C# - Glow – Awarded at HitsPlaytime 3 (LeMonde.fr - 2013)  
Online multiplayer FPS in a pitch black environment where any move will light you up, revealing you to your opponents. Shooting requires energy, energy is generated through movement...

## Personal Interests

- Favorite Games: Star Wars Galaxies, WoW, Journey, The Last of Us, The HMMM series, Theme Hospital...
- Keeping up to date on new technologies and hardware – Gadgets, VR / AR devices, Media devices...
- Volunteering at Woodleaf (Challenge, CA), a YoungLife camp, for kids to have the best week of their lives
- Travelling (Tahiti, Bali, India, Venezuela...) hopefully up next : hiking in Alaska or Gorilla watching in Rwanda
- Reading: Bernard Werber, J.K. Rowling, Tolkien, G.R.R Martin, Iain Banks... (English & French)

References available upon request