



# Tom O'Brien

## Programmer | Game Designer

### About

Hi, I'm Tom, a Game Programmer and Designer based in Wellington, New Zealand. In late 2015, I co-founded Itsfine Games, going on to develop two titles: Split and Rattletrap Racing. I'm currently working as a Game Programmer at Aurora44, working on Ashen. This involves areas such as gameplay systems, tools development and networking.

I am familiar with industry standard software, I can learn new languages quickly and I enjoy collaborative, team-based environments.

### Info



suddenlytom.com



Wellington New Zealand



@Suddenly\_Tom

### Languages

- C++
- C#
- Blueprint Scripting
- Javascript | jQuery
- Lua
- Python
- HTML
- CSS

### Education



Media Design School  
2014-2016

Bachelor of Software Engineering  
(Game Programming)

### Software

- Unreal Engine 4
- Unity
- Visual Studio
- Photoshop
- Premier Pro

### SDK Experience

- Steamworks
- Playstation 4 | Vita
- DirectX 10 | 11
- Box 2D
- Socket.io

### Experience

Aurora44

**2016-2017**

**Game Designer**

For Ashen I began in game design, prototyping new gameplay systems. Further, I practiced a range of disciplines, varying from balancing combat to designing core narrative. I moved on to programming, focussing on gameplay systems, tools development and networking.

## Experience

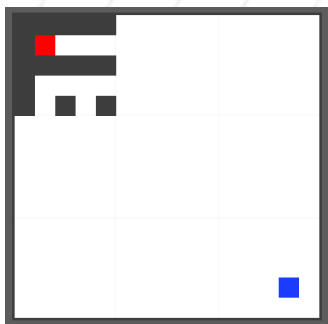
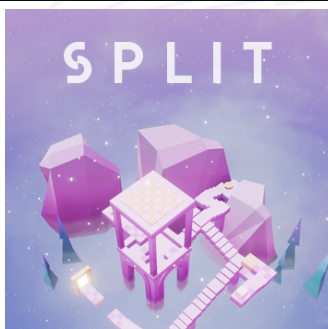
### Itsfine Games

**2015-2016**

#### Gameplay Programmer | Game Designer

While working at Itsfine I have largely focused on creating the functionality for our core game systems. I have worked on two games at Itsfine: Split which was released onto steam in early 2016 and Rattletrap Racing.

## Projects



## Accolades



## Responsibilities

### Split

#### Itsfine Games

I was the lead game designer for Split, this game was developed over 3 months and released onto Steam.

- Core gameplay programmer
- Game designer
- Steam API integration
- Gameplay interface
- System tools
- User experience

### Rattletrap Racing

#### Itsfine Games

I was the programming lead designer for Rattletrap Racing, I focused car handling, gameplay, user experience and tools

- Core gameplay programmer
- Game designer
- Steam API integration
- Gameplay interface
- System tools
- User experience

### Alt+Ctrl Space

#### NZGDC

This was a game Designed for my talk at NZGDC based on my thesis, Alt+Ctrl Space was a game which practically implemented my research into spaces that occur between players and a game.

- All gameplay features
- Javascript Unity integration

## Additional Experience

### Volenteer Work

- Student Ambassador **2014-2016**
- Armageddon **2015**
- Game Connect Asia Pacific **2015**
- Play by Play Workshop **2016**
- NZGC Workshop and Stream Curation **2017**

### Event Speaker

- Media Design School - Programming Workshop **2015**
- Play by Play - Achievement Unlocked **2016**
- Pigsty Symposium - Challenges facing Games Education **2016**
- NZGDC - Developing an art workflow in small teams **2016**
- GDC - Making While Learning to Make **2017**
- Play by Play - Fail More **2017**