CONTACT

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Portfolio : https://www.thomastharper.com/

SKILLS

- Risk Identification and Management
- JIRA/Asana/Trello/Hack'n'Plan/Wrike
- Methodologies (Scrum, Kanban, Waterfall, ITIL)
- KPI's and tracking progress
- Analytics Systems (Segment, Appsflyer, DeltaDNA/Unity Analytics, Firebase)
- Sprint Planning & Retrospectives
- Scope, Resource, and Budget Planning
- Road Mapping and Milestone Management
- Creating and Performing Presentations
- High-Level Planning and Dependency Management
- Social Media Planning
- QA Reporting
- Feature Planning (Kick-Off, Playtesting, Review)
- Confluence
- Source Control (P4V, Git, SVN)
- CI/CD Pipelines (JENKINS, TeamCity, Gitlab)
- Platform Certifications (Android/iOS, Steam/Console)
- Automation
- Game Engines (Unity, UE5)
- Programming (C#)
- Google Suite/Google Sites
- Adobe Suite
- Microsoft Office Suite
- IM Software (Slack, Skype, Teams, Discord)

EDUCATION

Bachelor of Fine Arts –
Game Production

Sanford Brown College
07/2015

NOTABLE TITLES

Project Bubblegum [PC/Switch]
Lionheart Dark Moon [iOS/Android]
Project Darkstar [PC]
Tomb Raider Reloaded [iOS/Android/Netflix]
Drone Racing League Sim [PC/Xbox/Playstation]
Five Tiki's on the Move [Slots]

THOMAS HARPER
WORK HISTORY

Emerald City Games - Technical Producer | 02/2022 - Current

- Facilitated Roadmaps and Sprint Plans with discipline leads and external partners (Crystal Dynamics, CDEE, Netflix, Amazon, Teebik).
- Managed Release Pipeline including build creation, uploading, and deployment to internal/external teams and the relevant platforms.
- Achieved Milestones according to best practice workflows including task tracking, bug reporting, feature reviews, and playtests.
- Worked on streamlining processes for Dev-Ops and Live-Ops for decreased overhead and increase efficiency.
- Assisted in the creation and maintenance of documentation; including features, content, and other important information.
- Managed multiple games through the entire SDLC/GDLC – from Prototyping to Live-Ops support
- Interviewed then onboarded new team members to help them ramp up quickly and smoothly
- Managed the Localization Pipeline including adding, tracking, and updating Loc; whilst also managing the send off and importing of Loc.

Emerald City Games - Unity Engineer | 08/2021 - 02/2022

- Developed Critical Game Features including Tombs (Hard Mode), Game Events, Store updates, additional NPCs, and the Consumables System.
- Created Tools for improved testing and debugging.
- Fixed Bugs on a monthly basis or addressed any issues on Live.
- Implemented and Managed Third Party Tools, Plugins, and SDKs including Ironsource, Playfab, Facebook, and more.

Drone Racing League - Software Engineer | 02/2020 - 08/2021

- Created and implemented UI Mock-ups from Photoshop to Unity for various screens/features.
- Updated old code bases to utilize best practice Game Programming Patterns including MVC, Flyweight, Factory, Observer, and more.
- Worked on designing and implementing the Circuits (Grand Prix) Mode.

Scientific Games - Software Engineer | 07/2019 to 01/2020

- Updated core features including Stacking Multipliers, Persistent State Mechanics, and Game Replays.
- Optimized streaming assets and gameplay to maintain 60 FPS.
- Updated the Build Release Pipeline using JENKINS with QA and Tools team to optimize build delivery.

Scientific Games - QA Engineer | 06/2017 to 07/2019

- Performed rigorous testing which included daily builds, tracking bugs, game health, code analysis, and overall quality.
- Managed game release documentation and submission.
- Maintained documentation for features, bugs, processes, and reviews.
- Reviewed, evaluated, and identified requirements for testability.