

# Thomas A. Wrabetz

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## EDUCATION

### **Carnegie Mellon University, Pittsburgh, PA**

Entertainment Technology Center

**Master of Entertainment Technology** | Expected Graduation: May 2022

Dietrich College, School of Computer Science, IDEATe program

**BA in Social and Political History, Additional Major in Computer Science, Minor in Game Design** | May 2020

Relevant Coursework: Game Design, Data Structures and Algorithms, Functional Programming, Computer Graphics, Computer Systems, Distributed Systems

## SKILLS/LANGUAGES

**Programming Languages** - C, C++, C# (Unity), Javascript, Java, Python, Standard ML, SQL.

**Languages** - Fluent English, Italian, French.

## PROJECTS/ACADEMIC:

**Building Virtual Worlds, programmer, ETC** | Pittsburgh, PA | September - December 2020

- Intensive project-based course consisting of various 2 or 3-week game projects
- Collaborated with multidisciplinary 5-person teams to create small games under time pressure, using Unity and Perforce

**100 Years of Buggy - CMU Alumni Association** | Pittsburgh, PA | January - May 2020

- Implemented a VR experience in Unity for CMU Buggy's 100th anniversary event, modified to Unity in WebGL due to pandemic circumstances
- Collaborated as a programmer with a large team of 20+ students and faculty

**Old Men with Kites - Class Project** | Pittsburgh, PA | January - May 2019

- Worked as a programmer in Unity on a team of 5 to create an infinite runner for the Oculus Go

**Lemmings in VR - Class Project** | Pittsburgh, PA | September - December 2018

- Worked as a programmer in Unity on a team of 5 to make a version of Lemmings on HTC Vive
- Created a fully functional VR level editing and saving tool

## PERSONAL PROJECTS

### **Untitled Marble Game**

- Implementing a personal project in Unity with the goal of creating a full-featured indie rogue-like
- Current project duration: 9 months

### **Global Game Jam 2017, 2018, 2019**

- Created small game projects with 5-person teams over 48 hours as part of global game creation events

## JOB EXPERIENCE

**National High School Game Academy (NHSGA)** | Pittsburgh, PA | June 2020 - August 2020, Full-time  
*Teaching Assistant (Programming)*

- Taught 100 highschool students game development in Unity as a programming Teaching Assistant
- Drafted and gave lectures to students for a 3-week programming curriculum

**New York Public Interest Research Group (NYPIRG)** | Buffalo, NY | June 2019 - August 2019, Full-time  
*Canvasser*

- Engaged with community members door-to-door in Buffalo, educating them about the importance of clean energy and environmental protection
- Solicited donations to support NYPIRG's research, organizing, and state-level environmental advocacy