

CONTACT

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Orlando, FL

EDUCATION

Full Sail University
B.S. Computer Science
Grad, May 2024

SKILLS

- Technical Problem Solving
- Communication
- Leadership
- Collaboration

SPECIALIZATIONS

- Vector Math
- Multi-Threading
- Networking
- Vulkan
- C++

INDEPENDENT PROJECTS

- "Bina the Burrower"
- "Stand off"
- "The Rat King"
- "Witch Platformer"
- "Feather Wings"
- "Lance Knight"
- "Hornet 3D"
- "Scissor Game"
- "Project Street Kid"
- "Reload Game"
- "Fox & Crow"

THOMAS O'ROURKE



EDUCATION



Full Sail University | Computer Science B.S.

Learning C++, Vector Math, and Graphics Programming with a focus on unique character movement and collision solving



SCHOOL PROJECTS



Character Action Game (Midterm)

Led a team of 5 to create an hour-long First Person Shooter Experience; Focusing on unique physics-based abilities



Vulkan Renderer with C++

Created a Vulkan Renderer Capable of Displaying Custom Blender Scenes



INDEPENDENT PROJECTS



Custom Character and Collision Solver

Implemented a Custom Collision Motor using the Move and Slide Algorithm and Combined it with Procedural Animations to create a novel Third Person Character



Omni Directional Climbing Character

Created a Custom character controller capable of freely exploring 3D environments; able to "dig" up and through various complex walls and surfaces

- Fan Favorite at Full-Sail Student Showcase



Third Person Character Action Gameplay

Extending a Character Framework developed by a Peer, Created a Third Person Action Character with Features including Melee Combat, Strafing, Animations, and Hitstun



Polished 3D Character Movement

Referenced industry standards to create a polished and enjoyable 3D movement kit



Simple Networked Character

Built a Simple Networked Character Controller in order to Learn more about Multiplayer Game Development