THOMAS CLAMP
GAMEPLAY DESIGNER & SCRIPTER

EDUCATION

FUTUREGAMES - *Game Design (2015 - Present)*

FutureGames fuelled my interest in **gameplay design & scripting**, and expanded my knowledge of scripting, in both **Unreal Engine 4** and **Unity**. I became **lead scripter** of a group project and delved deeper into **C#** and **linear algebra**, while also increasing my understanding of project management and leading a team.

PROJECTS

ROPES' ADVENTURE *(Q2 2016)*
Lead Scripter/Game Designer & Project Lead

Ropes' Adventure is a 3rd person adventure-platformer where you play as Ropes, an energetic red panda, as he searches for his lost Grandfather. Developed in **Unity**, with scripts written in **C#.**

In this project, I **scripted the entire character** and its movement, as well as Ropes' main mechanic: a grappling hook, used for mobility and interacting with the world. I was also **project lead/product owner:** utilizing the Agile methodology, managing a product backlog, creating a weekly report for acting investors, creating a budget plan for 75 man-months of production and **pitching** our game to a jury!

The game received **exceptionally good reviews** from the jury that consisted of industry professionals from **DICE, King & Isbit Games**, and they advised us to "**polish and release it.**"

UPSURGE *(Q1 2016)*
Gameplay Designer/Scripter & Project Lead

Upsurge is a 3rd person, aerial warfare, free-for-all online multiplayer game, where players destroy each other using a wide selection of weapons. Developed in **Unreal Engine 4**, using **Blueprint visual scripting.**

In this project, I focused on **combat gameplay design** and **implementation**. I **designed and scripted** the systems for the weapons, health and level up mechanics, as well as balancing these systems. Being a networked game I also worked a lot with the **networking** and replication of these systems. Lastly, I **implemented** the UI: ingame HUD, main menu & spawn screen.I was also the **project lead/product owner:** utilizing the Agile methodology, managing a product backlog and creating weekly reports for acting investors.
The game received **outstanding reviews** from the jury that consisted of industry professionals from **DICE, King & Avalanche.**

TRAJECTORY *(Q3 2015)*
Game Designer/Scripter & Project Lead

Trajectory is a top down, tower defence style game where the player uses weaponized satellites to defend a planet from oncoming asteroids. Developed in **Unreal Engine 4**, using **Blueprint visual scripting.**

In this project, I **designed and implemented** the spawn system for the satellites and oncoming asteroids, the satellite orbits, aiming and firing and scripted the health system for the planet.

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GAME ENGINES

Unreal Engine

Unity

SCRIPTING LANGUAGES

Blueprint Visual Scripting

C#

PROJECT MANAGEMENT

Scrum & Agile

Perforce

Tortoise SVN

JIRA

Hansoft

Quality Assurance

OTHER TOOLS

Sketchup

Adobe InDesign

Adobe Premiere

Adobe Photoshop

UNTITLED F2P MOBILE GAME *(Q4 2015 - Present)*
Game Designer & Scripter

Working alongside Peter Horvath and a few FutureGames students to plan and develop a free-to-play mobile game, in **Unity** with scripts written in **C#**.

DREAMHACKATHON *(Q3 2016)*
Competitor & Game Designer

Following the theme "Materials Reimagined", I created a 3rd person 3D platformer, in 24 hours, in a group of 5. Developed in **Unreal Engine 4**, using **Blueprint visual scripting**.

WORK EXPERIENCE

TRAILER 'ACTOR' - *Swesale* (Q2-Q3 2016)
I was contracted by Swesale to collaborate with one of Stockholm's largest game studios, to create a trailer for one of their games, over several weeks.

TEACHER - **FutureGames, *Preparatory Course*** *(Q2 2016)*
I was a part of a group that helped prepare 20 prospective FutureGames students, in a Preparatory course lasting 10 weeks.

EXHIBITOR

FUTUREGAMES EXHIBITOR - *Comic Con/Gamex* (Q4 2015)
During Comic Con/Gamex, I helped run a FutureGames booth, showed off our game projects to attendees and gave them some hands-on with the tools used on these projects.

UPSURGE EXHIBITOR - *SGA Conference* (Q2 2016)
My team and I were invited to run a booth and show off **Upsurge** alongside 5 other student games and 3 professional games. While at the conference, I also attended all of the panels throughout the weekend.

FOCUS TESTS

RESOLUTION GAMES - *Wonderglade* (2016)
Attended multiple focus tests on-site, with one other FutureGames student.

ROVIO - *Party Monsters* (2016)
Tested the game on-site, in a group of 4, and provided feedback.

FATSHARK - *Vermintide* (2016)
Tested unreleased content on-site, in a small group, and provided early feedback.

MIGHT & DELIGHT - *Paws* (2016)
Took part in a playthrough on-site, with one other FutureGames student, and provided feedback on my experience.

OTHER

PERMANENT RESIDENCY - I have the right to permanently live and work in Sweden, since 2014.

SWEDISH - I have studied and completed the SAS Grund and SFI courses.

REFERENCES

References will be provided upon request.