Thomas Stoeckert

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Portfolio: https://thomasstoeckert.us
GitHub: https://github.com/thomasstoeckert

Education:

University of Central Florida	B.S. Computer Engineering Math Minor	Overall GPA: 3.73	May 2022

Relevant Coursework:

CAP4453	Robot Vision	A
THE3549	The Themed Experience	A

Skills:

Proficient With:	Dart/Flutter, Embedded C, C++, Java, Python, HTML/CSS, JavaScript, Illustrator CC, Microsoft Office (PowerPoint, Word), Git/Github, Slack
Some Experience With:	Unreal Engine, Blender3D, C#, 3DS Max, ReactJS, Bootstrap, NodeJS, MySQL/No-SQL, Agile Development, Haskell, WebGL/OpenGL, Firebase, Virtual Reality, Android, FreeRTOS
Certifications:	WinScript Live, Photoshop CS6, Illustrator CC, Word, Access, Excel

Employment:

Universal Creative
January 2020 to May 2020

Intern, Ride and Show Programming

- Developed various software tools to assist ride motion animators in the production of attraction motion animation, mostly through extending the existing functionality of 3D animation suites.
- Worked with attraction designers and creative leads to help ideate initial passes of various attraction elements in a variety of mediums, including haptic/audio profiles, onboard lighting, and attraction motion.
- Developed a familiarity with different types of ride systems and vehicles, as well as the various capabilities and behavior of each.
- Participated in pre-visualization efforts for attractions using the Unreal Engine for both Virtual Reality and traditional display, including efforts to synchronize playback with existing PLC logic

Projects:

Breakout & Level Editor
April 2021 to July 2021

- Developed a version of the classic Atari Breakout arcade game, made from scratch in embedded C, for the Texas Instruments MSP430FR6989.
- Also built a level editor desktop application for that game, made using Flutter on Windows, featuring a few standard level editing tools and settings.
- Defined a custom file format, which is easily packaged for distribution onto the device.

MagicRadio
May 2018 to August 2018

- Re-designed and rebuilt physical 1950s radio that simulates fictional radio stations
- Station behavior can range from simple loops to procedurally generated radio show segments
- The real-time simulation is running on a raspberry pi, with simple user customization of station content.

Student Organizations:

Member	Themed Entertainment Association @ UCF	August 2018 – Present
Member	Themed Entertainment Association NextGen	September 2018 – Present