

THOMAS EAVES

MID-LEVEL GAMEPLAY PROGRAMMER

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A Mid-Level Gameplay Programmer with over 3 years of industry experience, including work on Sea of Thieves and several multiplayer and networked projects. Specialising in network programming and physics-driven gameplay systems, with hands-on experience across UE5, Unity, C++, and C#. I regularly provide support to team members with these areas and beyond, including members more senior than myself. Passionate about game development from an early age and released a game on the iOS App Store at the age of 13. Currently experimenting with Godot/C# and Bevy/Rust in my own time. Proven ability to take ownership of significant systems end-to-end, thrive with a high degree of autonomy, and collaborate closely with design and cross-disciplinary teams to rapidly iterate on features. I'm now looking for a role that offers greater technical scope and responsibility.

Experience

Mid-Level Gameplay Programmer - Lucid Games

Liverpool, UK | 2025 – Present

- Designed and implemented a Naval Battle Management Service for Sea of Thieves — a server-side system tracking interactions between all player ships simultaneously, built to scale across a large commercial live-service multiplayer environment.
- Designed and developed a seasonal quest prototype for Sea of Thieves, featuring an original storyline, combat challenges, and player puzzles — owning the feature end-to-end from concept through to a fully playable state.

- Designed and implemented firearm and aim-assist systems in close collaboration with designers, resulting in a significant improvement to perceived player skill and overall player experience.
- Implemented skeletal mesh deformation for vehicle destruction, enabling procedural damage animations and giving animators and designers direct control over collision responses.
- Built procedural generation tools that allowed designers to populate streets and natural environments using volumes rather than individual object placement, saving hours of level design time per environment.
- Extended an established vehicle dynamics plugin to support bicycles, avoiding months of redundant development time by reusing and expanding existing systems rather than building from scratch.
- Designed and implemented a multiplayer inventory and usable item system, supporting powerups and abilities triggered by in-world items.

Junior Gameplay Programmer

Lucid Games | Liverpool, UK | 2024 – 2025 (*following completion of degree*)

Intern Gameplay Programmer

Lucid Games | Liverpool, UK | 2022 - 2023

Education

BSc (Hons) Computer Games Development: 1st Class

Staffordshire University | 2020 - 2024 (incl. 12-month placement)

Technical Skills

Languages: C++ (*professional*), C#, GDScript, Rust (*learning*) Engines: Unreal Engine 5 (*professional*), Unity, Godot, Bevy (*learning*) Tools: Visual Studio, JetBrains Rider, GitHub, Perforce, Jenkins, TrenchBroom

Other Interests

Personal projects – currently learning Bevy/Rust, Godot and TrenchBroom
Gym, running, reading.