

Thomas Spalter

FULL STACK SOFTWARE ENGINEER

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Experience

Junior Full Stack Developer

(Impacted by layoffs) 05/2023 – 03/2025

Booz Allen Hamilton | Seattle, WA

- Leveraged C# and Unity to build real-time simulation and training applications for defense clients.
- Engineered modular software toolkits used across several internal projects, reducing setup time for non-engineers by **15%**
- Developed a real-time AR geospatial tracking system, integrating live data feeds with 3D world maps for critical wargaming scenarios.
- Led the end-to-end engineering and design of the IVER Maintenance Course project, delivering the project ahead of schedule.
- Facilitated Agile ceremonies, including stand-ups and bug-reporting meetings, serving as interim lead for teams of **5-10** developers.
- Optimized application performance by implementing improved bug tracking workflows in JIRA, resulting in a **20%** decrease in critical production errors.

Technical Designer

(Impacted by layoffs) 08/2022 – 11/2022

Mojang Studios | Remote

- Contributed to R&D Live Events team for the high-traffic Minecraft Live Mob Vote 2022.
- Scripted, modded, and debugged core gameplay mechanics for server-side minigames using TypeScript and JavaScript.
- Supported high-traffic multiplayer events serving **millions** of concurrent users.
- Implemented a localization system for in-game text, enabling dynamic text translation into **over 100** languages for a global player base.
- Collaborated directly with cross-functional engineering and design teams to implement anti-griefing security measures, ensuring a positive user experience.

Gameplay Programming Intern

02/2022 – 07/2022

BoardScore Inc. | Remote

- Worked on core development of the YouRiding mobile game.
- Diagnosed and resolved critical rendering and camera clipping bugs in Unity3D, improving visual stability by **10%**
- Partnered with senior engineers to refine C# code structures, enhancing overall game performance on mobile devices.

Education

DigiPen Institute of Technology, MS in Computer Science

Graduated 07/2023

- Concentration in Graphics and AI

Washington University in St. Louis, BS in Architecture

Graduated 05/2020

- 2nd Major in Computer Science

Skills

- **Languages:** C#, C++, JavaScript, TypeScript, Python, Java, SQL, HTML/CSS
- **Frameworks & Platforms:** Unity, .NET, React, Node.js, Unreal Engine, Godot
- **Developer Tools:** Git/GitHub, JIRA, Docker, Linux, Visual Studio.
- **Specialized Skills:** Real-time Systems, AR/VR Development, Agile/Scrum, 3D Math, Object-Oriented Programming (OOP), Software Design Patterns, Data Structures & Algorithms, REST APIs, AI/LLM Development, AI-Assisted Development
- **Additional Software:** Microsoft Office, Adobe Creative Cloud, Blender, Rhinoceros, SolidWorks, AutoCAD.