

Thomas Ady — Software Engineer

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Work Experience:

Bungie Inc.

August 2022-August 2024

SDET (Software Development Engineer in Test): Marathon

- **Created test hooks** for sending and receiving game data in **proprietary C++ game engine** to enable responsive, accurate, maintainable automated testing reflecting true game state.
- **Implemented .NET automated game client tests with C#** to prevent blocking bugs and test feature functionality, continuously ensuring quality standards and protecting builds and workflows.
- **Collaborated** with QA, Engineering, and Design to **supply automated feature tests** with consumable output for QA, **reducing required Build Verification Testing** by tens of hours weekly.
- **Maintained C# Linqpad scripts** for automated tasks: Build Deployment, Test Health Reports, Build Stability Testing. Removed manual overhead of daily repetitive tasks and ensured consistent procedures.
- Worked in a catch-all “Fixer” role tracking down deployment issues, bug sources, and general automation and build issues. Followed by either fixing the issue or collaborating with relevant teams to get a fix submitted, which reduced impact of introduced bugs.
- Took charge on adding and updating Graphics Automation used on previous titles to Marathon, allowing the Graphics team to efficiently verify graphics quality build-to-build.
- Pushed data-driven testing as a maintainable automated testing format, allowing for tests to be passed to QA teams who would define valid test inputs, removing the need for code updates to automated tests when game-content changes occurred.

Lucid Software

May 2021-August 2021

Software Development Intern: LucidChart and LucidSpark

- Developed web front-end flows with Typescript in an Angular framework for the Growth team, allowing for product promotionals to improve product sales and activations

Education:

Graduate Magna Cum Laude, School of Computing, University of Utah, Spring 2022

Computer Science Major with emphasis in Entertainment Arts and Engineering, Japanese Minor

Qualifications and Other Projects:

- Language Proficiency: C#, C, C++, Java, Python
- Technology Proficiency: .NET (Dot Net), Visual Studio, Visual Studio Code, Unreal Engine, Unity, Perforce, Jira, Linqpad, Confluence
- *Tavern Crawl*: 3D Unreal Engine 4 (C++) game. UI and Gameplay Engineer. UI/UX and Item design.
- *Escape the Plate*: 3D Unreal Engine 4 (C++) game. Sole engineer, director, producer. Level designer.
- *Hell Hath No Insulin*: 2D GameMaker (script) game. Solo-developed.

Backup Website Link: <https://adyethomas.wixsite.com/thomas-ady>

Tavern Crawl: https://store.steampowered.com/app/1828870/Tavern_Crawl/

Escape the Plate: <https://weeabetes.itch.io/escape-the-plate>

Hell Hath No Insulin: <https://weeabetes.itch.io/hell-hath-no-insulin>