

# Benjamin Shaun Thomas

Gameplay/Interaction & Networking Specialist in Unity Product Development  
With over 9 years of experience developing C# Unity applications in Agile/Scrum start-up environments, creating cross-platform solutions for Windows, macOS, iOS, Android, and mixed reality across enterprise training and commercial applications.

**Portfolio - <https://builtbybenthomas.com/>**

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## Technical Skills

### Programming & Scripting

- C# (.NET Standard and .NET Core): Gameplay systems, editor and helper tools, code optimisation, and multiplayer networking infrastructure.
- OOP design, UML documentation, and clean code practices that are readable, maintainable, and teachable.
- Live debugging tools for client and server applications.
- Backend infrastructure webhooks (backend-to-game logic/game server coordination).
- Unit testing and stress testing.
- Security first approach.

### Networking and Multiplayer

- Unity networking specialist: Experience with Unity Netcode, Photon (PUN, Realtime, Fusion 1 & 2), DarkRift 2, UNet, and LLAPI.
- Backend messaging and infrastructure experience using RabbitMQ, webhooks, and DigitalOcean cloud/CDN resource management.

### Game Development (Unity 4.5, Unity6.0)

- Gameplay and multiplayer server programmer with experience in networked physics (Unity KCC), inverse kinematics, and XR technologies (VR/AR).

- Experienced in creating live downloadable content pipelines and real-time multiplayer interaction at scale.
- Built internal tooling including editor, debugging, live device, and moderation tools.
- Cross-platform Development (Windows, Mac, Mobile, Mixed XR Technologies)
- Proficient with distributed version control workflows using Fork, Sourcetree and Github Desktop

## Collaboration Technologies

- Delivered proof-of-concept demonstrations, developer training sessions, and technical documentation.
- Provided regular morning and afternoon progress updates to leads and product owners.
- Experienced with project tracking workflows using Linear, Trello, and Jira.

## Extended Hardware Used

Meta Quest 3	Meta
Hololens 1st Gen	Microsoft
Vision 8k	Pimax
Oculus Quest 2	Oculus
Oculus Rift CV1	Oculus
Oculus DK2	Oculus
Vive Focus	HTC
Vive	HTC
Oculus DK1	Oculus

## Awards and Achievements

- Presented projects at major industry events including Eurogamer, Develop Brighton, and PC Gamer Weekender, leading two PC game showcases as Project Lead at Kingston University.
- Unity3D Certified Programmer in 2021, completed alongside full-time professional gameplay employment.
- Was appointed Client Specialist and was direct communication between clients and development teams to bridge communication and deliverables to support hosting, deployment, and technical troubleshooting.
- Contributed to NDA government work with the UK Home Office on a VR Solution.
- Collaborated with IATA at Gatwick Airport to help develop virtual-reality training solutions for airport operations, working closely with aviation staff in live operational environments.
- Hand-selected in 2016 to sit on the Board of Study for the Science, Engineering, and Computing faculty at Kingston University in recognition of my engagement and commitment to course improvement. Contributed student insight to senior leadership discussions on curriculum development, quality enhancement, and faculty-wide academic initiatives.

## Latest Role

### PlayPlanet-X - Senior Unity Game Developer

Win real world prizes in a free to play shooter treasure hunt game for iOS & Android.

- Developed and used advanced debugging tools (including Proxima), adding custom features to support live data diagnostics and troubleshooting.
- Created a live prize data coordinator that converts live JSON data into interactive 3D collectible rewards for in-game events and hunts.
- Implemented custom brand integration for live gameplay within PlayPlanetX, enabling external partners to showcase branded content dynamically.
- Built CMS tools to support live gameplay configuration.
- Designed multi-server orchestration systems enabling real-time data visualisation across global servers, including distributed object ownership logic to ensure consistent state synchronisation.
- Implemented custom non-ballistic weapons with bespoke visual styles and branding support alongside the in-house art team.

- Developed a downloadable content delivery manager using Unity asset bundles, deployed across private infrastructure and DigitalOcean cloud services, enabling on-demand asset delivery for mobile platforms.
- Contributed to rewriting the matchmaking solution and resolved live service issues throughout production.
- Reworked core game UI systems, including kill feeds, announcements, and real-time minimap functionality across multiple connected devices.
- Improved QoS server selection for players on Wi-Fi and mobile networks.
- Created load testing support enabling simulation of hundreds to thousands of concurrent clients.
- Performed CPU and GPU profiling across client and server builds to ensure servers are lightweight and clients perform efficiently.
- Managed assembly definition configurations to prevent server-only code from shipping to clients, including use of sealed class structures for code isolation.
- Created a taunt system allowing players to play over 200 animations across multiplayer.
- Added RPG-style gameplay effects (environmental wetness, electrocution, fire states).
- Developed a backend-connected level progression system with live rewards, UI updates, and animation feedback.
- Worked with an external security team to strengthen endpoint protection, prevent account/token compromise, and support discussions on cybersecurity practices, data-loss prevention, and denial-of-service resilience.

## Previous Roles

### **ENGAGE XR - Virtual Reality Unity Developer (Gameplay)**

Creating mixed-reality platforms for education, training, and immersive online events for WebGL, iOS, Android and Virtual Reality.

- Enhanced gameplay, networking stability, and user experience with a strong emphasis on UI and real-time multiplayer systems using Unity and Photon PUN.
- Designed and implemented a metaverse portal providing access to shared educational spaces, virtual plazas, and collaborative environments.

## Future Visual - Virtual Reality Unity Developer (Gameplay)

Creates VR/AR platforms and experiences for training, collaboration, and enterprise learning.

- Prototyped and developed multiverse XR technologies across multiple devices and platforms.
- Created three NDA video games and training solutions for prominent clients, including Felix & Paul Studios, WeaVR, IATA, McDonald's, John Lewis, Medtronic, and other NDA clients, delivering immersive and interactive experiences across entertainment, retail, healthcare, and aviation sectors.
- Contributed to a confidential NDA project for the UK Home Office, supporting secure development and implementation on sensitive systems.

## Education

### Kingston University - Computer Science (Games Programming)

Bachelor of Science With Honours

First Class

15th June 2016

### Modules

High Level Game Development	73pt A-
3D Graphics Programming	74pt A-
Individual Project (Games)	72pt A-
Optimised Programming for Game Devices	86pt A+
Game Creation Processes	78 A

## **Mayfield Sixth Form - Creative Media (Games Development)**

Subsidiary Diploma

Double Distinction Star

2013

## **Mayfield Sixth Form - Creative Media (Sound Recording)**

Subsidiary Diploma

Double Merit

2012

## **Bonus Details**

### **Overtime**

- I am an advocate for 'There isn't enough time in one day' and am open to overtime opportunities. I've personally done over 1400 hours of paid overtime over the 3.1 years of working at PlayPlanet X.

### **Work Mentality**

- I am detail-oriented and perfectionist, aiming to design and implement features correctly the first time, reducing rework and ensuring quality unless the feature request changes throughout production.

### **Working Remotely**

- Flexible for on-site, hybrid, or fully remote arrangements. However, I find that time spent commuting can often be better used productively – for example, developing features or preparing deliverables.
- Remote working also provides greater flexibility for occasional late finishes when needed, such as final preparations, additional testing, or support around key meetings and release cycles, which can be harder to manage with a regular commute.