

Thomas E. Haynes

Vancouver, WA
(360) 907-2499

thomashaynes@eastereggproductions.com
[Portfolio Site](#)

Software Engineer	Key Skills:
Software engineer with over 5 years of experience in game development, full-stack web development, and scientific computing. Proven expertise in Unity and C#, with two shipped games on Steam and a background in rapid prototyping, team collaboration, and system-level problem solving. Committed to creating immersive, performant, and imaginative experiences	<ul style="list-style-type: none">• Interdisciplinary Communication• C# and Unity (including Shader and Asset Pipeline Development)• Game Design and Deployment (Steam, Virtual Tabletop)• Python, C, C++, Java, and RESTful API Design• Collaborative Development and Team Leadership• VR Interaction, 3D Visualization, and Embedded Systems
EMPLOYMENT HISTORY	
Washington State University Vancouver	Research Intern (2025 May - Current)
Skills: Hardware augmentation simulation, C development, Python	
<ul style="list-style-type: none">• Assisted in kernel level AI training optimization research.• Implemented novel 'electric sheep' dream cycle for LLM continuity of consciousness.	
Easter Egg Productions	Founder (2019 Jan - Current)
Skills: Game engines Unity and Godot , Shader development, Small Business Development	
<ul style="list-style-type: none">• Founded small business for video game development.• Released <i>Aegis Online</i> Virtual tabletop for cooperative gameplay in shared 3D environment.	
Netizen Corperation	Software Developer (2019 Jan - 2020 March)
Skills: Python, Flask , Django, SQL, Postgress, RESTful API development .	
<ul style="list-style-type: none">• Developed award winning "CyberSecure" dashboard webapp with Flask, Nginx,	
Washington State University	Laboratory Engineer (2017 Sep – 2018 Dec)
Skills: Design and Engineering, 3D modeling , Embedded systems development, C	
<ul style="list-style-type: none">• Developed software, engineered hardware, and created pumps for bacterial culturing systems. Arduino, 3D printing, and custom circuit board manufacture.	
University of Idaho (Polymorphic Games)	Software Engineer (2016 Aug – 2017 Aug)
Skills: C#, Unity/.Net, VR Development, Shader Development, Data Visualization	
<ul style="list-style-type: none">• Created numerous small prototypes of interactive video game systems. Unity 3D game engine.• Created VR research data visualizations for Russian Permafrost data. Unity 3D, Vive VR, and OpenCL based shader coding.• Developed and Utilized evolutionary algorithms and AI to satisfy IBEST requirements.	
United Health Group	Jr Software Developer (2015 Jul – 2016 Aug)
United States Army Medical Corp.	Combat Medic, Rank: Specialist (2007-2011)
EDUCATION	
Washington State University Vancouver	Computer Science, Undergrad (2022-current)
Washington State University	Psychology, Undergrad (2011-2013)
Projects and Releases	
Aegis Online (2021) – Indie cooperative 3D virtual tabletop released on Steam.	
Darwn's Demons (2017) – Unity project for evolutionary biology education, supporting deployment and academic integration. Though Polymorphic Games, University of Idaho.	