

THALES NAGATO

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SOFT SKILLS

Avid Learner
Attentive
Strong work ethic
Collaboration
Communication
Organization
Adaptability
Creativity
Empathy
Problem solving

HARD SKILLS

Unreal Engine
Unity
C++
C#
HTML
CSS
Git
Perforce
Jira
Miro
Photoshop
Premiere Pro
Excel

LANGUAGES

English
Portuguese

EDUCATION

Honours Bachelor of
Game Design
2022-2026
Sheridan College
Oakville, ON

WORK EXPERIENCE

Programmer for Sneak & Snack

September 2025 – April 2026

- Set up Helix Core server in house for Perforce version control, as well as setup P4V for team
- Coded C++ plugin for online multiplayer servers
- Scripted a proximity voice chat, replicated physics grabbing system and dynamic day/night cycle
- Made painterly, outline and cheese shaders

Technical Artist at University of Toronto

May 2025 – August 2025

- Wrote shaders in HLSL and shader graph for cel shading, screen space outlines, proximity dither, and runtime texture drawing for water trail and chalk
- Ran playtests and gathered feedback
- Designed and implemented lighting for the levels

Solo Game Developer for Miriam

August 2024 – March 2025

- Wrote C++ base classes for gameplay logic with design variables accessible in blueprints
- Created Niagara VFX and Metasound sources used in retargeted animations and blueprints
- Built world using landscape tool and made material that eliminates texture tiling by blending textures

CERTIFICATIONS

Tom Looman's Professional Game Development in C++ and Unreal Engine 5 Course [in progress]

Stephen Ulibarri's Learn C++ for Game Development Course

Stephen Ulibarri's The Ultimate Git Course with Applications in Unreal

Stephen Ulibarri's Unreal Engine 5 C++ The Ultimate Game Developer Course