THOMAS MARDIS

Contact

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tommardis.dev

Skills

- 2D and 3D game dev
- Project management
- Web dev, full-stack apps
- Windows and Linux with particular expertise in Linux server-side maintenance, dev
- Firmware dev, c and Arduino

Software

- Unity 3D
- Blender/Maya
- GitHub
- Heroku
- Inkscape
- NodeJS
- Phonegap

Languages

- C#
- C++
- HTML/CSS
- Java
- Javascript
- PHP
- Processing
- Python
- SQL
- A bit of Japanese

Education

Associate Degree

Indian River State College
Fort Pierce, Florida | 2000

Creative AR/VR developer with expertise in Unity3D. Full-stack web dev. Seasoned manager, team leader and all-around people person. Obsessed with new challenges and driven to find solutions. Weekend maker. Developer of the upcoming mobile game Programmed Motivation.

Experience

AR/VR developer and editor
USAToday Network | 2018-2019

As the USAToday Network in Florida's first AR/VR developer, I created Campfire, a VR client that empowers journalists to instantly and independently publish VR content, including 3D models, photogrammetry and 360/180 video. Campfire's live feature also allowed breaking-news reporters to publish live 360 video and push content to users in real-time. Simultaneously, I was promoted to lead developer of 321 Launch, an AR app that lets users view real-time Kennedy Space Center launches. 321 Launch was selected an iTune's app of the week and regularly had 12,000-plus unique users during launches.

Digital director
Treasure Coast Newspapers | 2015-2018

During my three years as a director I ran the digital department and sat on the newspaper's operating committee. My work included creating and implementing digital strategies as well as managing developers and content curators. Under my leadership the digital team grew audience and revenue while maintaining existing products and customers relationships.

Full-stack web developer
Treasure Coast Newspapers | 2006-2015

My responsibilities included daily maintenance for established apps and sites and large-scale projects that required full-stack technologies. One of my most successful initiatives – a multimedia investigation into whether charitable donations actually aid military veterans – won a prestigious "Green Eyeshade" award in the consumer-reporting category.

Developer and 3d designer
Millions of us marketing | 2005-2006

As a content creator for Millions of Us, a marketing company, I crafted virtual, interactive displays, featured in the popular, online MMO Second Life, for clients including Coca-Cola, Comcast and other major brands.