



Thomas Ingram

- Unity Developer
- Technical Writer
- Community Manager

Melbourne, Australia

thomasingram@vertx.xyz

[Github](#) - [vertxxyz](#)

[LinkedIn](#)

[vertx.xyz](#)



Process and philosophy

I polish the interfaces between developers and their tools, aiming for frictionless work. I apply varied disciplines to iterate, while remaining informed via consistent and clear communication.

Work

Technical Community Manager | Unity Technologies

Sept 2023 → Dec 2023

UX research for community spaces, updates to community resources.

Unity Developer | Freelance

2022 → 2023

- Tools development, optimisation, and PlayStation porting for Wayward Strand.
- QA, optimisation, and Discord setup for Heavenly Bodies.
- Development of an application for motion capture setup that was then acquired.
- Many personal projects across games, web, and art.

Unity Developer | Twice Different

2019 → 2022

Self-driven systems programming, generalist Unity development with a focus on tests and tools.

Creative Systems Developer | Deakin Motion Lab

2015 → 2019

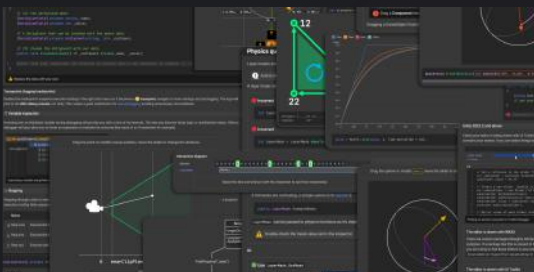
Programming, virtual production /w Unity, 3D modelling, FX, rendering, and art direction for varied projects.

Education

Bachelor of Design (Games) at RMIT University with Distinction

2013

Projects



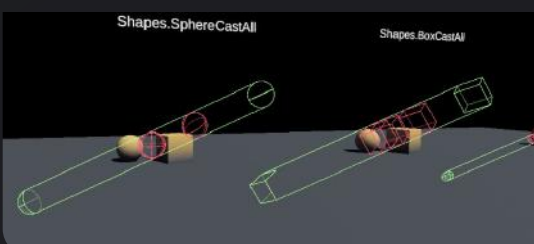
[unity.huh.how](#)

2020 →

C#, JS, MD, HTML

A troubleshooting resource for common Unity issues. 500+ detailed pages. Thousands of mentions.

Technical writing, programming, tests



[Open source Unity packages](#)

2019 →

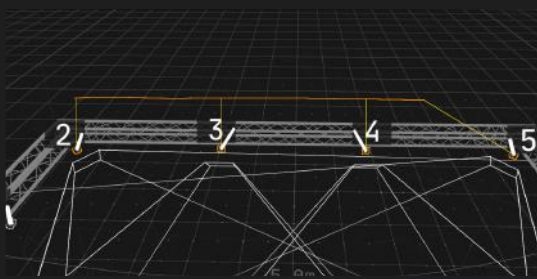
Unity Editor

Extensions for editor UX and debugging with hundreds of stars.

Programming, shaders

[See more projects](#) ↓

Projects



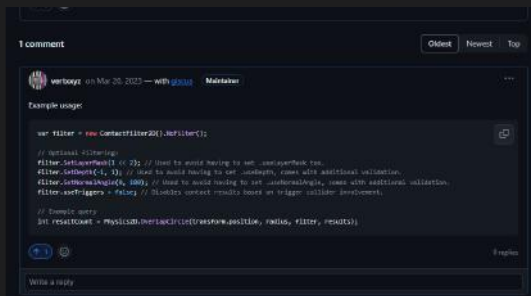
Volume App

2023

Unity, Docusaurus

A planning application for motion capture setup. The app was successfully acquired after development.

Programming, UI, documentation



Developer Notes

2022→

JS, Giscus, C#, GraphQL

Shared user-contributed notes on developer docs, curated for accuracy and relevance. Hundreds of comments covering usage, relevant examples, references, and gotchas.

Programming, technical writing, moderation



Wayward Strand

2019→2021

Unity, C#

Ghost Pattern

A heartfelt real-time interactive story set in 1970s regional Victoria.

Technical art, tools, PlayStation porting, Slack bot



Slit-scan plots

2021→

Unity, AxiDraw, paper

Custom model slicer and SVG generator.

Programming, design



Ring of Pain

2019→2021

Unity

Twice Different

A dungeon crawling roguelike card game.

Programming, test development, editors



Virtual production pipeline

2016→2019

Unity Editor

Deakin Motion Lab

An extensible platform and workflows for timeline recording, rendering, and take management.

Programming, UI, documentation



ABC Education's Minibeast Heroes

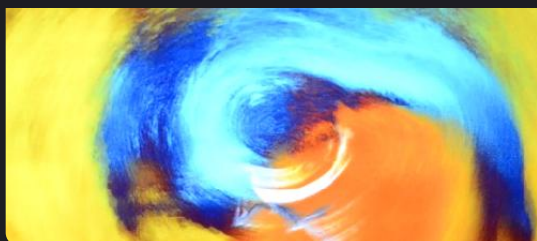
2017

Unity Editor, Octane for Unity, V-Ray for Maya

Deakin Motion Lab

Six-part animated children's TV series.

Programming, rendering, layout, operation



Unite 2015 Melbourne visuals

2015

Unity

Deakin Motion Lab

Interactive visuals for live motion capture performance.

Programming, shaders, operation

Experience

Programming

C#, JS, Python, MEL, VB, Java, HTML.
Shaders, compute.

Gamedev and 3D

Generalist Unity development.
Hard surface with Maya, Modo, Blender. VRay.

Design

Figma, Adobe and Affinity suites. DaVinci Resolve.

Pipeline and reporting

Git, Jira, YouTrack. GitHub tooling, TeamCity. Airtable.

Profiling and analysis

Superluminal Performance. dotMemory.
RenderDoc, Intel GPA. Unity profilers.

Technical writing

Markdown, Docusaurus. Confluence, Notion.



Hire me!

Unity development

- Editor tools.
- Gameplay programming (+ECS experience).
- Optimisation and porting.
- Technical art. Shaders, rendering, VFX.
- UI design and implementation.
- Animation and Timeline.
- Level design, lighting.

Generalist programming

- Pipeline programming.
 - DCC plugins.
 - Conversion tools.
- Real-time 3D applications.
- Discord and Slack bots.
- Static websites.
- Happy to pick up any language and API :)

Community management and documentation

- Technical writing.
- Process documentation.
- Text and video tutorials.
- Moderation.

Technical consulting

- Workflow and tools assessment.
- Reworking documentation hierarchies.
- User research.

Final words

Throughout my years developing I've learnt where to dedicate complexity, and where to fall back on first principles. I've felt the pain of past decisions across varied projects, and learnt from them. I've found what bottlenecks a project, and how to profile and optimise. And I've learnt how good communication is necessary to work towards goals in a unified way, and to not spend time creating unnecessary work or solving the wrong problems.

Please reach out for details regarding any of my experience or work. I am more than happy to talk specifics.