

# Keith Thomas

Chicago, IL  
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## Summary

Senior full-stack graphics engineer with 10+ years of experience building internal platforms, shared tooling, and web-based game systems. Strong background in modern web frameworks, reusable component libraries, and developer workflows.

## Experience

### **DraftKings Inc.**

*Senior Full-Stack Software Engineer*

February 2023 - Present

- Designed internal tools that reduced friction and increased acceleration in game creation and deployment workflows, mostly written in Python.
- Led development of a reusable WebGL-based game framework supporting 50+ casino titles across internal and partner teams, utilizing Typescript/Javascript/Three.js.
- Owned systems from design through deployment, including tooling, build pipelines, and release management.
- Collaborated with product, design, and partner teams to define technical direction and shared standards.
- Integrated frontend tooling with backend services and internal APIs to support scalable developer workflows.

### **PlayPower, Inc.**

*Senior 3D Software Engineer*

August 2022 - January 2023

- Improved graphics systems, including a 3D view focused on camera and materials, using Babylon.js.
- Built custom graphics tools for designers, enhancing functionality and user experience.

### **BLOCKS**

*Lead 3D Software Engineer*

April 2022 - July 2022

- Built a three.js-based game engine/framework for the BLOCKS metaverse.
  - Developed features including movement, NFT display, and 3D object placement.
  - Created a model viewer supporting GLB/GLTF import, lighting, and reflection maps.

## Freelance (Self-Employed)

*Freelance Software Engineer (Web & 3D Platforms)*

December 2020 - March 2022

- Delivered projects for multiple clients, a few being:
  - **Curio NFT Gallery:** Developed a 3D gallery for viewing NFTs.
  - **Curio Blocks:** Enabled users to display their NFTs in "Blocks."
  - **ArtXR:** Created a 3D art gallery experience utilizing WebXR.

## 343 Industries

*Tools and Gameplay Engineer*

May 2019 - October 2020

- Credited: Halo Infinite
- Added features to internal game editor/engine, allowing artists and designers to perform new work or perform their work more efficiently. (C#/XAML/WPF/Lua/C++)

## Microsoft

*VR Software Engineer*

November 2018 - April 2019

- Led the architecture for a WebVR application using Babylon.js and WebGL.
- Created text rendering systems with UV coordinates and camera-rendered textures.

## zSpace, Inc.

*XR Software Engineer*

December 2016 - July 2018

- Enhanced Chrome Extensions with three.js for stereoscopic 3D and 360-degree videos.
- Built tools replacing 2D web images with 3D content in real time.

## Education

Graduated May 2015

**University of Illinois at Chicago** - *Computer Science*

## Projects

### ThreeSpace

November 2022 - June 2023

- A no-code website builder for 3D websites using three.js and react.
- Designed and built a reusable, component-based system for authoring 3D web experiences, emphasizing code reuse, extensibility, and developer ergonomics.