

Kaz Thomas

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 Portsmouth, UK
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PROFILE

A Game Designer and Programmer who has experience working in multi-disciplinary teams. I aim to create unique and memorable experiences within my work.

EXPERIENCE

Grey Cat Games — *Turn Turn Turn Based!* – Creative Director

Feb 2025 - Present

Co-Founder of an Indie Studio that has developed *Turn Turn Turn Based!* A rogue-lite deck-building game that **elevates** strategy by introducing control of the playing field.

NHS — *Data Analyst*

Jan 2020 - Sep 2023

Provided critical administrative support for NHS data management processes. Led the effort to manage COVID-19 vaccination records for multiple medical practices, ensuring the smooth coordination between patients, nurses, and healthcare staff.

Tasked with transferring thousands of confidential patient records to the NHS database, ensuring completion within a tight 6-month deadline

EDUCATION

University of Portsmouth — *Computer Games Design BA*

2022 - Current

Currently towards a First • Developing a myriad of different games by working within teams as well as taking on research, developing solo projects. Involved with designing, producing, and quickly iterating and prototyping different games to understand design practices.

Took a Self-Employed Placement year to set up Grey Cat Games, an Indie company, and produce a game that is going to be released on Steam in Q1 2027

Foundation in Creative Computing (First Class Honours)

SKILLS

Leadership – Directed a group of 5 team members and 40 contributors who were involved in the strategic planning of a charity event and was President of the University's Board Game Society.

Adaptable – Listened to suggestions from others to build a greater end product based on initial designs.

Prototyping – Proficient in C# and thus able to create and iterate on different game mechanics, i.e. AI behaviour and different combat systems.

Languages & Technologies

C#, GDScript, Java, C++

NET, Git, GitHub, Bash, Jira, Confluence, Visual Studio Code, MS Office, Figma, Adobe Suite, Krita, Da Vinci Resolve

PROJECTS

Video Game

Turn Turn Turn Based! - Lead Designer / Creative Director

TTTB! Is a digital card game where players can strategise not only cards and their effects but also the playing field itself as they control card positioning with 'Spin Cards' that can rotate the field around, triggering card effects and lining up which cards fight each other.

For this project, my responsibilities included: Designing the core gameplay loop, creating the foundations for the Combat System, generating AI Behaviour which scales in difficulty, and creating all card effects which each have 3 levels to them, creating an even greater sense of strategy and intrigue for player retention.

Game Show

Board Game Society does Taskmaster - Creator/Writer/Producer/Editor

Based on the popular TV show Taskmaster, created by Alex Horne. Players from the University of Portsmouth's Board Game Society go head-to-head, trying to accomplish tasks designed to get a rise out of the contestants and be enjoyed by the viewers.

This was a side project I started while at University. I chose the contestants and hand-picked each task, set up a behind-the-scenes team to help with filming, idea generation, and some editing. Each task is either paying homage to the original show or designed to create stories for future use for each contestant.

Charity Event

Nerdvana 2025/2026 - Lead Co-Ordinator

A 24-hour charity event hosted twice a year, with all money raised going to Macmillan Cancer Support, Mermaids, and Special Effect. 13 different societies came together to put on events lasting the full 24 hours. I was the lead organiser and contact for all societies and key communicator with the Student's Union to ensure the event was successfully put on for all 200+ attendees.

Video Game

Monster Card-O - Sole Developer

Monster Card-O was created during my Design Games module at Uni. This game, inspired by Top Trumps, lets players create their own monsters by combining all sorts of different body parts together that give the monster different stats.

When the player is happy with their creation, they then take their monster to the playground, where they fight against another random monster and compare stats; whoever has the higher number wins. The player is then rewarded a monster part, like in Spore, for winning the fight and continues to make more monsters.

AWARDS

Featured in PCGamesInsider - TTTB! Was featured in a list of "Top 15 games to look out for" From PGConnects 2026.

Attended UoP's Graduate Showcase as an Exhibitor - On 4 separate occasions, I was invited to show my work to the public to demonstrate the quality and appeal of the games I was able to produce during my degree.

Board Game

Battle Pass - Designer/ QA Lead

A satirical card-battle life simulation game. Race to the end of the Battle Pass in this multiplayer board game where players will see themselves trying to play the fictional game 2Weekz.

My Main role in this project was getting into the hands of testers, to then gather feedback, which can be used to tweak and balance the game

Video Game

Norazan's Revenge - Lead Designer & Combat Designer

This GameJam game has players take control of a dragon that is seeking to get revenge on the villagers for wiping out their kind. Use cards and mana to burn, poison, swipe, and bite at the villagers and knights that hunt you.