Thomas Gorence

Principal Software Engineer

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Full-stack engineer with 25+ years of experience building software, mobile apps, games, interactive installations, and AI/ML solutions. Proven track record at Disney, Fortune 500 companies, defense contractors, and startups across frontend, backend, DevOps, and creative technology. USAF veteran.

HIGHLIGHTS

- 10 years of engineering at Walt Disney Studios
- LLM training, computer vision, diffusion models, and generative AI pipelines
- Interactive installations at theme parks, cruise ships, museums, and five-star resorts
- Defense contract work with Lockheed Martin and Northrop Grumman
- Resort automation systems in Las Vegas, Dubai, Paris, Berlin, and NYC
- Award-winning post-production and animation

EXPERIENCE

Principal Engineer
2023 – 2026

Priority One — Remote

- Full-stack development of price trend analysis tools using Python, Go, and Node.js with time series forecasting models (TSLib, AutoTS).
- Designed and built custom mobile apps for Zebra handheld devices with large-scale multi-barcode scanning for warehouse inventory management.

Senior Software Engineer
2020 – 2023

CommentSold — Remote

- Built and maintained build/deployment pipelines for thousands of white-label Android and iOS apps; replaced FastLane with a custom Go solution.
- Backend engineering, microservice design, and CI/CD implementation (Go, AWS, Jenkins, Pulumi, Terraform).
- Full-stack development of internal and customer-facing tools using Go, Node.js, React, and Material UI on AWS.
- Custom training and implementation of AI/ML solutions for text generation (GPT-3), image generation (StyleGAN, DALL-E), and image validation (Rekognition).

Senior Staff Engineer
2016 – 2020

Intelity — Orlando, FL

- Luxury resort IoT automation and hardware integration (Lutron, Crestron, Control4, Inncom, Schneider Electric).
- Native Android development (Kotlin, Java, Gradle, Firebase) and cross-platform service migration (Python, Java, Node.js, .NET, Go).
- Built custom MDM solution for Android/iOS fleet management across 10,000+ devices at properties worldwide.

Principal Engineer
2006 – 2016

IDEAS / Disney — Orlando, FL

- Interactive museum exhibits, ADA-compliant kiosks, AR/VR experiences, and cross-platform apps and games for theme parks, cruise ships, and science centers.
- Custom eLearning framework (backend & frontend) with award-winning, SCORM-compliant interactive course content.
- Mobile development for iOS, Android, and BlackBerry; custom websites and WordPress themes/plugins.
- Post-production, motion graphics, scripting for After Effects & Photoshop, audio/sound design.

Information Management / Computer Programming
2001 – 2004

United States Air Force — Lackland AFB, TX

- Designed and developed software, websites, and databases using Oracle, ColdFusion, Flash, CSS, and JavaScript. TS/SCI clearance.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, Go, C#, Kotlin, Swift, Dart, PHP, C/C++, Java, Lua, SQL, Bash

Frontend: React, Next.js, Vue, Angular, Three.js, GSAP, WebGL, Svelte, Tailwind, D3.js, HTML/CSS

Backend: Node.js, Express, FastAPI, Django, .NET, GraphQL, REST, gRPC, WebSockets, Microservices

Mobile: React Native, Flutter, Swift/UIKit, Kotlin/Android, Electron, PWAs

DevOps / Cloud: AWS, GCP, Docker, Kubernetes, Terraform, Pulumi, Jenkins, GitHub Actions, CI/CD, Linux

AI / ML: Computer Vision, NLP, Neural Networks, LLM Training, Diffusion Models, TensorFlow, PyTorch, ComfyUI

Data: PostgreSQL, MongoDB, Redis, DynamoDB, Elasticsearch, MySQL

Creative: After Effects, Premiere, Cinema 4D, Blender, Unity, Unreal Engine, Ableton, Pro Tools

EDUCATION

Full Sail University
2005 – 2006

Bachelor of Science, Digital Art & Design — **Valedictorian** (Winter Park, FL)

Keesler Air Force Base
2001

USAF Technical Training — Computer Programming (3C0X2) (Biloxi, MS)