Thomas was educated at the School of Fine Arts in Vienna, Austria, majoring in Traditional Sculpture. After graduating, he soon established a foothold in the games industry by becoming a Cinematic Character Artist, working for companies like Digic Pictures and Rabcat Entertainment. During that time, he tutored students on 3d Art, Digital Sculpture, and also helped design various 3d applications and digital modeling tools.

He then moved to California to work as a Cinematic Artist at Blizzard Entertainment on titles like Starcraft 2. All the while, he worked on small game prototypes of his own on the side. In 2010, after finishing his work on Starcraft 2, Thomas decided to leave Blizzard Entertainment to fulfil his passion of making and designing original games. After creating prototypes together with Gennadiy Korol, the two founded Moon Studios GmbH and signed a development and distribution team for Ori and the Blind Forest with Microsoft Games Studios in 2011.