

Thomas Campbell

Software Engineer, Game Designer, Artist

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Education

George Mason University - Fairfax, VA

Expected 2022/2023

Major: B.S. Applied Computer Science Game Design

Minor: Software Engineering

First Colonial High School - Legal Studies Academy - Virginia Beach, VA

Graduated: June 14, 2018

High School Advanced Diploma - Legal Studies Advanced Diploma

Completion of a Capstone Project

Relevant Employment

Undergraduate Teaching Assistant - **George Mason University**

Jan 2020 - May 2020

Assisted professors in teaching (both in person and online), and helped students to understand,

Object-Oriented Programming. Worked to help ease the transition to the online environment and solve any problems arising with students and their understanding of the coursework. Reviewed and assisted in the creation of assignments for students.

IT Specialist - **Mid-Atlantic Surveying and Land Design**

Dec 2020 - Aug 2021

Handled day to day computer and software issues. Set up an office-wide system of monitors to display information from a single computer. Developed **InvenPro** (Shown in Projects Section) to alleviate some inventory issues and allow dynamic creation of inventory items and management of items in the system.

Projects

Artstation Portfolio

Art portfolio hosted on Artstation. Showcases various works created in **Blender**, **Photoshop**, **Maya**, and **Substance Painter**. Entries include personal art projects as well as rigid body studies, character work, and animations.

Discord Bot - *Personal*

Solo Project. Built an **Asynchronous** bot written in **Python** for Discord. Capabilities include: creating persistent lists of quotes by each user and the ability to have the bot return a random quote, persistent economy system for each member allowing for mock investments and payments, and a suite of random functions using various python libraries.

B.E.V.I. (Bird's Eye View Instantly) - *George Mason University*

Served as **UI/UX Designer and Programmer, Artist, Front End Dev**, and assisted in **Back End** for "B.E.V.I." Originally created as a class project for CS 321 (Software Engineering), BEVI is a map making program built using **Unity 2D** and **C#**. BEVI focuses on the ability of the user to store informational data for each added feature on their map. Downloadable releases can be found through the GitHub link or Personal Website link in the header.

InvenPro - *Mid-Atlantic Surveying and Land Design*

Solo Project. Created and continued to develop an inventory management program called "InvenPro", a full standalone program to manage the inventory for Mid Atlantic Surveying and Land Design. Developed entirely in **Python** using various libraries and **Json** file I/O for **persistent storage**, InvenPro is capable of storing any items with any attributes, allowing full flexibility to the user. Currently in use by MAS-LD.

Skills

Programming Languages: Java, C, Python, JavaScript, C#, React.js, CSS, PHP, HTML, SQL

Programming Concepts: Object-Oriented Programming, Data Structures, Procedural Programming, Git

Game Design: Unity 2D, Unity 3D

3D Modelling/Art: Blender 3D, Maya, Adobe Suite, Substance Suite. *See Portfolio*