

# Thomas Campbell

Software Engineer, Game Designer, Artist

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<https://github.com/Choheron>

## Education

**George Mason University** - Fairfax, VA

*Expected 2022/2023*

Major: 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*

Handles 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.

### "Ukea" - Personal

Created a game prototype with two friends for a game design course. Gameplay consisted of the player having to survive in an "Ukea" furniture store during the zombie apocalypse. Players could purchase better weaponry and furniture sets to build barricades. Game created in Unity 3D, using **NavMesh** and **C#**. Created all of the furniture models and the gameplay area.

### 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*