



# THOMAS DUNLAP

GAME DEV, MUSIC PRODUCTION,  
WEB DEV, GRAPHIC DESIGN

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## OBJECTIVE

Creative problem solver who is driven to build emergent experiences through the synthesis of art and computation. Seeking to leverage my ability as an individual and team member to improve the efficiency of my employer and deliver exceptional products to the client.

## EXPERIENCE

### PROJECT BBXT

*(January - April 2021)*

Physics-based Android game prototype for N3TWORK INC. Lead the development team of 3 students throughout the production of the prototype. Presented the project and sent APK files to the entire company to be able to test on Android devices.

### SPOTIFY PLAYLIST IMAGE CREATOR

*(October - December 2020)*

Helped develop website that generates a unique album cover for a Spotify playlist using the playlist's URI and metadata.

[Spotify Playlist Image Creator](#)

### ALPHAGRAPHICS CHARLESTON

*(August 2019 - February 2020)*

Printing and Graphic Design Assistant.

## SKILLS

- C#, LUA, Java, Python, HTML, CSS, JavaScript
- Unity, Ableton, Photoshop, Illustrator, InDesign
- MS Excel, Figma, Miro, UI/UX Design
- Scrum, Agile, Leadership, Collaboration

## CONTACT

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🌐 [dunlap.github.io](https://dunlap.github.io)

Charleston, SC



## EDUCATION

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**COLLEGE OF  
CHARLESTON**

Computing in the Arts BA  
2021