

Thomas Price

(650) 382-9430 TPlemur@gmail.com

Creative Portfolio: <https://sites.google.com/site/twpportfolio/home>

Github: <https://github.com/TPlemur> (see Quasar Escape)

SKILLS

Game Design

3D modeling

Google Suite

C#, C++

Unity

twine/phasor

Javascript/HTML

Rapid prototyping

Crisp-game-lib

Version control

Sound Design

Autodesk/blender

EXPERIENCE

Zuchero Lab, Stanford — *Lab Assistant* 2017 - 2021

- Creation and maintenance of an inventory management system
- Labware preparation
- Solution & plate preparation

EDUCATION

UC Santa Cruz — 2020 - Present

BS in Computer Science: Game Design

De Anza College — 2017 -2020

Foundational classes in programming, computer architecture, discrete math, and both technical and creative writing.

AWARDS / HONORS

First Robotics North Arizona Regional Winning team member 2017

Artwork displayed at the Palo Alto arts center 2013

This resume includes a puzzle, for more information go to:

<https://tplemur.github.io/Resume-Puzzle/>