

# Thomas Larson

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<https://www.linkedin.com/in/tjlarson/> | <https://iamafraud.github.io/game-design-portfolio>

## Education

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Rochester Institute of Technology, Rochester, NY  
*BS, Game Design of Development*

May 2023  
Honors Program, RIT Dean's List

## Skills

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*Programming Languages:* C#, C++, HTML/CSS, JavaScript  
*Game Engines:* Unity, RenPy

*Audio Workstations:* Ableton, Reaper  
*Audio Middleware:* Wwise

## Work Experience

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MAGIC Spell Studios

May 2022 - Current

*Sound Design & QA Intern*

- Developed an audio system using Wwise within Unity to implement sound effects and music. Created a unique audio spatialization technique to meet the needs of *That Damn Goat's* split-screen layout.
- Developed a VO system using Wwise external sources within the project to reduce the recorded asset count in Wwise by 278 assets, allowing the project to stay below our license sound asset limit and saving the project \$7,000.
- Developed a Python script that speeds up the external sources process by creating the necessary XML and CSV files that Wwise and Unity use to make use of this system.
- Worked with Reaper and Ableton to create 30 sound effects and 2 musical tracks for the game *That Damn Goat*. Ran auditions and a recording session for 2 actors and 81 voice lines.

Queenship Studio

June 2021 - August 2021

*Programming & Composing Intern*

- Developed the narrative pathways for 3 stories in *Open Spaces Deluxe*, going from a written script to a visual novel using RenPy.
- Collaborated with the team lead composer to compose 2 game themes and 4 character themes during the early stages of development for their project *The Shadowcross*.

## Projects

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Unannounced Project

September 2023 - Present

- Developed much of the functionality surrounding the TileMaps for the project, allowing for different tiles to have different functions that can impact the player.
- Develop new content the team requests as new features are designed for the project.