

# Thomas Ratliff

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## Summary

Technical artist with a passion for supporting the pipeline between art and games. Experience in XR and mobile with in depth knowledge of prototype development, optimization, 3D design and production.

## Education

**Rochester Institute of Technology (RIT), Rochester, NY**

**August 2017 – December 2020**

Bachelor of Science, Major in Game Design & Development, Minors in 3D Digital Design and Psychology

GPA: 3.72 | Dean's List Fall 2017 – 2020 | Honors: *magna cum laude*

## Experience

**Scripting Technical Artist | Insight Global on assignment at Meta | Burlingame, CA**

**April 2025 - Present**

- Partnering with teams to build experiences that demonstrate platform's latest capabilities
- Implementing runtime logic within a complex real-time environment with performance limitations in mind
- Developing and creating high-quality, optimized 3D assets, materials and shaders as needed
- Implementing dynamic and responsive visual effects that enhance player's immersive experiences

**Technical Artist | HTC Creative Labs | Remote**

**January 2023 – April 2025**

- Developed and integrated content experiences for metaverse research initiatives and prototypes
- Collaborated with multidisciplinary teams to ensure comprehensive and optimal content delivery
- Utilized DCC toolsets and software scripting to optimize content delivery and content pipelines
- Created visual effects including shaders and particle effects that run optimally on target hardware

**Technical Artist | Remio VR | Remote**

**March 2021 – December 2022**

- Worked with team to create virtual reality collaboration tools and team building games using Unity
- Optimized assets to ensure performance requirements were met on target hardware
- Assisted in creation of 3D assets such as characters, environments and in-game objects
- Designed and developed effects including shaders, particle effects, and animations

**Technical Artist | MAGIC Spell Studios | Rochester, NY**

**May 2020 – December 2020**

- Worked with a small agile team to develop prototypes in Unity for a MAGIC Spell Studios original game
- Designed and developed VFX such as shaders and particle effects, as well as player UI systems
- Communicated with artists to optimally implement in-game assets such as characters, objects, and audio

## Skills

- Languages:
  - C#, TypeScript, C++, JavaScript, HTML, CSS, Java
- Software:
  - Art: Blender, Maya, ZBrush, Substance Painter, Gimp, Photoshop, Illustrator, After Effects
  - Development: Unity, Unreal Engine, Visual Studio, Wwise, Git, Gitlab, Github, SourceTree

## Projects

**Party Crashers | Personal Project | [partycrashers.app/home](http://partycrashers.app/home)**

**April 2021 - Present**

- Creating a VR local party game that utilizes mobile phones as controllers
- Implementing network code for access of game via a website using WebGL and Normcore
- Designing, implementing, and optimizing models, textures, and shaders to meet the game's visual goals

**Luminar | Personal Project | [tinyurl.com/luminarwebbrowser](http://tinyurl.com/luminarwebbrowser)**

**November 2023 - Present**

- Developing mixed reality web browsing app with real-time lighting visual effects
- Available on Quest 3

**Neurotechnology Exploration Team | Research Project**

**February 2019 – December 2019**

- Assisted in development of a 3D racing game using muscle sensors as input for rehabilitation purposes
- Acted as the main 3D asset producer in team of 11, also assisted in gameplay scripting and overall design