

Thomas Ratliff

14712 Algretus Drive, Centreville, VA 20120

703-801-1803 | thomasratliff5@gmail.com

<https://dev-tom.com/>

Objective: Seeking a co-op in technical art utilizing in depth knowledge of art asset production and implementation, as well as programming and architecture. Available May – August 2020.

Education

Rochester Institute of Technology (RIT), Rochester, NY

Expected December 2020

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

GPA: 3.65, Deans List Fall 2017 - present

Experience

RIT MAGIC Maker Co-Op – Rochester, NY

June 2019 – August 2019

- Organized and scheduled tasks for a team of 3 to ensure that milestones were continuously met
- Developed gameplay scripts as well as scripts for audio visualization
- Designed, developed, and implemented art assets such as 3D models, textures, shaders, and sprites
- Optimized art assets and pipeline to meet performance guidelines on mobile devices
- Published for App Store and Google Play. Link: <https://overdrivegame.com>
- Selected by MAGIC Spell Studios to be showcased at GDC 2020

RIT ITS Tech Management – Rochester, NY

February 2018 – May 2018

- Learned skills in hardware software, and network repair during 11 week training program
- Provided one-on-one customer support to RIT faculty, staff, students, and retirees

Skills

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

Projects

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 with a team of 11
- Acted as the main 3D asset producer, as well as assisting in gameplay scripting and overall design

Wild MAGIC Game Jam (48-hour hackathon)

October 2019

- Collaborated with 3 other teammates to create 3D puzzle platforming game using Unity and C#
- Developed and implemented models, textures, shaders, and post processing to meet the game's visual goals

DreamEscape (Academic based personal project)

September 2018 – May 2019

- Assisted students in capstone design course using Unity and C#
- Collaborated with team to create designs for 3D assets that fit game's theme and gameplay
- Implemented models, textures, and animations and utilized Unity shaders and post processing to achieve desired style

BrickHack 2019 (24-hour hackathon)

February 2019

- Created a 2D party platforming game in Unity with a team of 4
- Implemented art assets made by team members into game engine and assisted in development gameplay scripts
- Link: <https://devpost.com/software/brick-hacker-2k19>

Activities

- ROC Game Dev: community of game creators in Rochester, NY
- RIT Intramural Basketball