

# Thomas Ratliff

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<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>

**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 to function with gameplay. Also utilized Unity shaders and post processing to improve game's overall look

**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>

## Volunteer Work

- Town Center Orthopedic Physical Therapy internship (2017) – Centreville, VA
- St. Baldrick's Foundation (2010 - 2016) – Chantilly, VA
  - Helped orchestrate charity event to benefit childhood cancer research and personally fundraised over \$1000
- Volunteer events through Ox Hill Baptist Church such as Stop Hunger Now, Adopt a Highway, WFCM Help the Homeless