

Thomas Ratliff

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

Objective: Seeking a co-op in technical art using in depth knowledge of programming languages and design. Available May – August 2020.

Education

Rochester Institute of Technology (RIT), Rochester, NY

Expected May 2021

Bachelor of Science, Game Design and Development

Minors in 3D Digital Design and Psychology

GPA: 3.61, Deans list Fall 2017 - present

Experience

RIT MAGIC Maker Co-Op – Rochester, NY

June 2019 – August 2019

- Personal project (OverDrive) was selected for funding and development in the MAGIC Spells Studio
- Acted as team lead to organize and schedule tasks with team members to ensure that milestones were continuously met
- Game is scheduled to release for App Store and Google Play in October 2019

Pohanka Lexus Automotive Group – Chantilly, VA

June 2018 – August 2018

- Coordinated with service advisors and mechanics to help insure customer satisfaction with service requests
- Moved customer vehicles for convenience and worked with teammates to keep an organized work space

RIT ITS Tech Management – Rochester, NY

February 2018 – May 2018

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

Skills

- Languages: C#, Java, Matlab, HTML, CSS, C++
- Software: Visual Studio, Unity, MonoGame, Adobe Photoshop, Illustrator, and After Effects, Gimp, Autodesk Maya and Mud Box, Blender, Allegorithmic Substance Painter, ZBrush, Git, Gitlab, Github, Slack

Projects

OverDrive

December 2017 – Present

- Personal project being made with Unity 3D in C# to improve programming skills. Developing gameplay scripts as well as scripts for audio visualization. Designing and developing art assets such as 3d models, textures, shaders, and sprites
- Link: <https://overdrivegame.com>

Neurotechnology Exploration Team Research Project

February 2019 – Present

- Working with a team to create a 3D racing game using muscle sensors as input for rehabilitation purposes. Currently acting as the main 3D asset producer, as well as assisting in gameplay scripting and overall design.

DreamEscape

September 2018 – May 2019

- Academic based personal project for assisting students in capstone design course. Designed and developed 3D assets to fit game's theme and gameplay.

BrickHack 2019

February 20th – 21st

- 24-hour hackathon project worked on with a team to create a party platforming game in Unity 2D.
- Link: <https://devpost.com/software/brick-hacker-2k19>

Weltherrschaft

November 2017 – April 2018

- Academic project made with Monogame in C#. Collaborated with 4 other teammates and contributed as team architect to develop gameplay scripts.

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
 - Personally fundraised over \$1000
- Volunteer events through Ox Hill Baptist Church such as Stop Hunger Now, Adopt a Highway, WFCM Help the Homeless