Thomas Ratliff

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https://dev-tom.com/

Objective: Seeking a co-op using in depth knowledge of programming languages and design. Available May – August 2019.

Education

Rochester Institute of Technology (RIT), Rochester, NY   **Expected May 2021**

    Bachelor of Science, Game Design and Development

    GPA: 3.52, Deans list Fall 2017, Fall 2018

Experience

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

Firehook Bakery Prep and Production – Chantilly, VA   **June 2017 – August 2017**

- Coordinated with other team members to meet daily quotas
- Insured customer satisfaction for orders
- Maintained a clean and organized work environment

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
- Various volunteer events through Ox Hill Baptist Church such as:
  - Stop Hunger Now
  - Adopt a Highway
  - WFCM Help the Homeless

Skills

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

Projects

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. Designing and developing 3D assets to fit game's theme and gameplay.

OverDrive   **December 2017 – Present**

- Solo personal project being made with Unity 3D in C# to improve programming skills. Created scripts for audio visualization as well as simple car mechanics. Created 3d models and game environment.

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.