Thomas Ratliff

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Summary

Experienced technical artist and 3D generalist with a passion for supporting the pipeline between art and games. Seeking a position that utilizes in depth knowledge of 3D design and production, optimization, programming and architecture.

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 | Deans List Fall 2017 – 2020 | Honors: *magna cum laude*

Experience

Technical Artist | Remio VR | Remote   **March 2021 - Present**

- Working with team to create virtual reality collaboration tools and team building games using Unity
- Optimizing assets to ensure performance requirements are met on target hardware
- Assisting in creation of 3D assets such as characters, environments and in-game objects
- Designing and developing 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 and objects
- Collaborated with audio producers to incorporate in-game sounds using Wwise

Maker Co-Op | MAGIC Spell Studios | 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
- Achieved over 50,000 downloads between App Store and Google Play. Link: https://overdrivegame.com
- Selected by MAGIC Spell Studios to be showcased at GDC 2020

Tech Management Trainee | RIT ITS | 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++, JavaScript, HTML, CSS, Java
- Software:
  - Art: Blender, Maya, Mudbox, ZBrush, Substance Painter, Gimp, Photoshop, Illustrator, After Effects
  - Development: Unity, Unreal Engine, Visual Studio, MonoGame, Git, Gitlab, Github, SourceTree

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
- Acted as the main 3D asset producer in team of 11, also assisted 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 graduate level 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. Utilized shaders and post processing to achieve desired style