

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

- 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.
- Game is scheduled to release for App Store and Google Play in October 2019. Link: <https://overdrivegame.com>

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

- 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, and After Effects
 - Development: Visual Studio, Unity, Unreal Engine, MonoGame
 - Other: Git, Gitlab, Github, Slack

Projects

Neurotechnology Exploration Team (Research Project)

February 2019 – Present

- Creating a 3D racing game using muscle sensors as input for rehabilitation purposes with a team of 11
- Currently acting as the main 3D asset producer, as well as assisting in gameplay scripting and overall design.

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>

Weltherrschaft (Academic Project)

November 2017 – April 2018

- Collaborated with 4 other teammates and contributed as team architect to create a game using MonoGame and C#.
- Designed class architecture and assisted in development of 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