Thomas Ratliff

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Summary

Technical artist with a passion for supporting the pipeline between art and games. Experience in XR and mobile with in depth knowledge of prototype development, optimization, 3D design and production.

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 | Dean's List Fall 2017 – 2020 | Honors: *magna cum laude*

Experience

Scripting Technical Artist | Insight Global on assignment at Meta | Burlingame, CA　　　**April 2025 - Present**

- Partnering with teams to build experiences that demonstrate platform's latest capabilities
- Implementing runtime logic within a complex real-time environment with performance limitations in mind
- Developing and creating high-quality, optimized 3D assets, materials and shaders as needed
- Implementing dynamic and responsive visual effects that enhance player's immersive experiences

Technical Artist | HTC Creative Labs | Remote　　　　　　　　　　**January 2023 – April 2025**

- Developed and integrated content experiences for metaverse research initiatives and prototypes
- Collaborated with multidisciplinary teams to ensure comprehensive and optimal content delivery
- Utilized DCC toolsets and software scripting to optimize content delivery and content pipelines
- Created visual effects including shaders and particle effects that run optimally on target hardware

Technical Artist | Remio VR | Remote　　　　　　　　　　　　**March 2021 – December 2022**

- Worked with team to create virtual reality collaboration tools and team building games using Unity
- Optimized assets to ensure performance requirements were met on target hardware
- Assisted in creation of 3D assets such as characters, environments and in-game objects
- Designed and developed 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, objects, and audio

Skills

- Languages: C#, TypeScript, C++, JavaScript, HTML, CSS, Java
- Software:
  - Art: Blender, Maya, ZBrush, Substance Painter, Gimp, Photoshop, Illustrator, After Effects
  - Development: Unity, Unreal Engine, Visual Studio, Wwise, Git, Gitlab, Github, SourceTree

Projects

Party Crashers | Personal Project | partycrashers.app/home　　　　**April 2021 - Present**

- Lead Unity developer creating a VR local party game that utilizes mobile phones as controllers
- Learning and implementing network code for access of game controller via a website using WebGL
- Developing, implementing, and optimizing models, textures, and shaders to meet the game's visual goals

Luminar | Personal Project | tinyurl.com/luminarwebbrowser　　　　**November 2023 - Present**

- Developing mixed reality web browsing app with real-time lighting visual effects
- Available on Quest 3

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