

Thomas Ratliff

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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: 3.46, Deans list Fall 2017

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, Git, Gitlab, Github, Slack

Projects

DreamEscape

September 2018 – Present

- 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.

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.

Sub Terran

June 2016

- Personal project made with Unreal Engine, C++, and Blender. Collaborated with two teammates for story design and sound. Contributed by doing programming and engine work, as well as 3D modeling and texturing.

House Tour

November 2014

- Personal project made with Unity 3D and C#. Worked with two teammates for story design. Developed gameplay scripts and contributed by doing engine work as well as minor 3D asset creation.