

Thomas Ratliff

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<https://dev-tom.com/>

Objective: Seeking full time employment in technical art utilizing in depth knowledge of art asset production and implementation, as well as programming and architecture. Available December 2020.

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

Experience

MAGIC Technical Artist – 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

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
- Optimized art assets and pipeline to meet performance guidelines on mobile devices
- Achieved over 10,000 downloads between App Store and Google Play. Link: <https://overdrivegame.com>
- Selected by MAGIC Spell Studios to be showcased at GDC 2020

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++, JavaScript, HTML, CSS, Java
- Software:
 - Art: Blender, Maya, Mudbox, ZBrush, Substance Painter, Gimp, Photoshop, Illustrator, After Effects
 - Development: Visual Studio, Unity, Unreal Engine, MonoGame
 - Other: Git, Gitlab, Github, Slack

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 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

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>