# 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: 3.52, Deans list Fall 2017, Fall 2018

## 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.