Curriculum Vitae   Claire Thomas

Adjunct Lecturer
SUNY University at Albany
College of Emergency Preparedness,
Homeland Security, and Cybersecurity
Department of Informatics
cthomas3@albany.edu
https://www.artstation.com/clairethomas711

EDUCATION

University at Albany (UAlbany), Albany, NY (In Progress)   Graduation: May 2026

Master of Science in Computer Science, Concentration: Systems

Rensselaer Polytechnic Institute (RPI), Troy, NY   Graduation: May 2019

Bachelor of Science in Games and Simulation Arts and Science (GSAS), Concentration: Writing

Bachelor of Science in Electronic Arts (EARTS)

PROFESSIONAL EXPERIENCE

- **Pine Drake Games** • Remote   July 2020 - Present

  Cofounder, 3D Artist, General Developer

- **1st Playable Productions** • Troy, NY   March 2019 - June 2020

  3D Artist

- **Cognitive and Immersive Systems Lab** • Troy, NY   May 2018 - August 2018

  3D Artist, Undergraduate Researcher

TEACHING EXPERIENCE

Adjunct Lecturer at SUNY University at Albany   January 2023 - May 2025

- Spring 2024: *Game Design and Development I; Programming for Problem Solving; Honors Thesis Advisor*

- Fall 2024: *Serious Games; Programming for Problem Solving; Honors Thesis Advisor*

- Spring 2024: *Game Design and Development I; Augmented and Virtual Reality; Programming for Problem Solving*

- Fall 2023: *Serious Games; Programming for Problem Solving*

- Spring 2023: *Game Design and Development I*

Adjunct Professor at Rensselaer Polytechnic Institute   August 2022 - December 2022

- Fall 2022: *Art for Interactive Media; 3D Animation; 3D Technical Direction*

PUBLISHED WORKS

Video Games

- ***Department of the Devil,*** Pine Drake Games (General Developer)   November 2022
  Steam, itch.io. Made in Unity.

- ***The Phantom Keeper,*** Pine Drake Games (General Developer)   October 2021
  Steam, itch.io. Made in Unity.

- ***Apotheker,*** Pine Drake Games (General Developer)   November 2020
  Steam, itch.io. Demonstrated at PlayNYC 2021, Champlain Games Festival 2022. Made in Unity.

- ***Disney Snaps! AR Selfie,*** First Playable Productions (3D Artist)   Ongoing, Ceased June 2020
  App Store, Google Play Store. Made in Unity.

- ***Cooking Mama: Cookstar***, First Playable Productions (3D Artist)   March 2020
  Nintendo eShop, PlayStation Store, Commercial Sale. Made in Unity.

- ***Shikigami: The Paper Spirits,*** Independent Work (3D Artist)   April 2018
  itch.io. Demonstrated at Rensselaer GameFest 2018, Game Developers Conference 2019. Made in Unity.

Animations

- ***Angels,*** Independent Work (Producer, Director, Animator)   May 2019
  Showcased at The Arts Center of the Capital Region. Made in Maya.

- ***The Golden Creature,*** Independent Work (Animator, Technical Artist)   May 2018
  Showcased in a private viewing. Made in Maya.

Writings

- ***Choose Your Own Adventure***, (short fiction) McKinney Writing Contest   January 2017

- ***The Lost Three,*** (novella) Amazon Independent Publishers   May 2015

HONORS AND AWARDS

- Audience Choice Award at Champlain Games Festival for *Apotheker*   2022

- Yogscast Tiny Teams Award Winner for *Apotheker*   2021

- Rensselaer Polytechnic Institute Dean's List with Honor   2019

- 1st Place McKinney Writing Contest (Fiction / Drama Piece)   2017

- 2nd Place McKinney Writing Contest (Fiction / Drama Piece)   2016

TECHNICAL SKILLS

Software

Unity	Jira	Maya
Unreal Engine	Processing	Blender
Godot	Gimp	Adobe Photoshop
GitHub	Excel Programming	Substance Painter

Programming Languages

HTML	C++
Python	C#
C	Javascript