



## Thomas Wolf Newlands

Games Artist in Portland, OR and Chicago, IL

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### Education

- 2017 - 2020 University of Oregon, Eugene, OR  
Art and Technology BA
- 2014 - 2016 School of the Art Institute of Chicago (SAIC), Chicago, IL  
Art and Technology, focused on games.  
SAIC Merit Scholarship, SAIC Contemporary Practices Scholarship

### Experience

- June 2017 – pres Freelance Unity Developer, [thnewlands.com](http://thnewlands.com), Portland, OR  
Gameplay programming, shader effects, and 3d assets for multiple unreleased projects.
- Mar 2017 Conference Associate, Game Developer Conference, San Francisco, CA  
Checked badges for talks, supported exhibitors and attendees.
- Oct 2016, 2017 Volunteer, IndieCade, Los Angeles, CA  
Assisted in set up, break down and attendee support.
- Sep 2016 Volunteer, XOXO Festival, Portland, OR  
Assisted in registration, clean up, and break down for the festival.
- Sep 2016, 2017 Enforcer (Staff), Penny Arcade Expo, Seattle, WA  
Introduced attendees to Oculus Rift experiences in the VR Village.
- Jul 2016 SCOOP Student Volunteer, SIGGRAPH, Anaheim, CA  
Managed shotlists, slating, setup and takedown for interviews and b-roll.
- Jun 2014 – 2016 Volunteer Mentor, Pixel Arts Game Education, Portland, OR  
Helping youth at camps develop their games on paper or online with Twine and Scratch.
- May 2014 Intern, Portland Institute for Contemporary Art, Portland, OR  
Greeted at front desk, formatted in Wordpress, proposed designs, built email lists.
- Sep 2013 - Apr 2014 Photography Teacher Assistant, Catlin Gabel, Portland, OR  
Mentored students in InDesign, Photoshop, DSLR photography, and gave critique.
- Apr 2013, 2014 Volunteer, TEDxPortland, Portland, OR  
Set up event, cleaned, served food, guided attendees.
- Apr - Sep 2013 Intern, Stormforge Studio, Beaverton, OR  
Modeled and unwrapped a 3D character.
- Nov - Dec 2013 Director of Catlin Gabel Fund Video, Catlin Gabel School, Portland, OR  
Filmed and edited promotional video for school funding.
- Jul - Aug 2013, 2012 Intern, NC3D, Portland, OR  
Cleaned 3D geometry and arranged scene furniture.

### Shows

- 2017 *IndieCade Festival*, Little Tokyo, Los Angeles, CA  
*Intel Buzz Workshop*, The Evergreen, Portland, OR  
*Bit Bash*, Revel Fulton Market, Chicago, IL
- 2016 *OMSI After Dark*, Oregon Museum of Science and Industry, Portland, OR  
*Waveforms*, Tom Robinson Gallery, Chicago, IL  
*Poly Play Arcade*, SAIC Sharp Building, Chicago, IL
- 2015 *At the Headwaters*, Marshall J. Gardner Center for the Arts, Gary, IN  
*Image / Object show*, Defibrillator, Chicago, IL
- 2014 *Art Bash*, SAIC Sharp Building & Gene Siskel Film Center, Chicago, IL

### Skills

- Code C#, CG (shader), Javascript
- Software 3ds MAX (Modelling and Animating), Adobe Suite, Unity 3D (General / Tech Art)
- Other Photography, Video Production / Post Production, Visual Art Critique / Installation