Thomas Wolf Newlands
Games Artist in Portland, OR and Chicago, IL
www.thnewlands.com // 503-720-5803 // thomas@newlands.cc

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

Jun 2017 – pres
Freelance Unity Developer, thnewlands.com, Portland, OR
Gameplay programming, shader effects, and 3d assets for multiple unreleased projects.

Jul – Aug 2017
3D Modelling Summercamp Teacher, Catlin Gabel, Portland OR
Co-taught 3ds MAX fundamentals to ms – hs level students and made fieldtrips to multiple studios.

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 Occulus 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.

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