



Thomas Wolf Newlands

Games Artist in Portland, OR and Chicago, IL

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Education

2014 School of the Art Institute of Chicago (SAIC), Chicago, IL
Bachelor of Fine Arts emphasis in Art Education. Degree expected 2018
Art and Technology, focused on games.
SAIC Merit Scholarship, SAIC Contemporary Practices Scholarship

Experience

Sep 2016 Volunteer, XOXO Festival, Portland, OR
Assisted in registration, clean up, and break down for the festival.

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 – Pres 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.

Exhibitions

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
Pop-Up Show, SAIC Nuveen Center, Chicago, IL

Skills

Code Processing (Javascript), HTML, C#, CG
Software 3ds MAX (Modelling and Animating), Adobe Suite, Unity 3D (Scripting, Shader)
Other Photography, Video Production / Post Production, Visual Art Critique / Installation