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

Professional

Unity Developer, Helios Interactive, Portland, OR Sep-Nov 2017
  Developed a kinect minigame in Unity for a medical conference.

Research Assistant, Thomas Wester Consulting, Portland, OR Jul 2017
  Helped develop research and assets for Thomas' "Creating for Mixed Reality" Kadenze course.

Unity Developer, MAP Design Labs, Portland, OR Jun 2017
  Created atmospheric effects for an unannounced augmented reality project.

3D Modeling Summercamp Teacher, Catlin Gabel, Portland, OR Jul - Aug 2017
  Co-taught 3ds MAX fundamentals to ms – hs level students with field trips to local 3D studios.

3D Generalist, NC3D, Portland, OR Jun 2013 – pres
  3D modeling and animation for design visualization. (3ds MAX, Photoshop)

Intern, Portland Institute for Contemporary Art, Portland, OR May 2014
  Greeted at front desk, formatted in Wordpress, proposed designs in Illustrator, built email lists.

Intern, Stormforge Studio, Beaverton, OR Apr - Sep 2013
  Modeled and unwrapped a 3D character.

Education

University of Oregon, Eugene, OR (2017 - 2020)
  Art and Technology Bachelors of Science.

School of the Art Institute of Chicago (SAIC), Chicago, IL (2014 - 2016)
  Art and Technology, focused on games.
  SAIC Merit Scholarship, SAIC Contemporary Practices Scholarship

Volunteer

Conference Associate, GDC, San Francisco, CA 2017
Volunteer, IndieCade, Los Angeles, CA 2016, 2017
Volunteer, XOXO Festival, Portland, OR 2016
Enforcer (Staff), Penny Arcade Expo, Seattle, WA 2016, 2017
SCOOP Student Volunteer, SIGGRAPH, Anaheim, CA 2016
Mentor, Pixel Arts Game Education, Portland, OR 2014 - 2016
Teacher Assistant, Catlin Gabel, Portland, OR 2013 - 2014

Shows

2017   *Well Played,* LaVerne Krause Gallery, Eugene, OR
        Portland Retro Games Expo, Oregon Convention Center, Portland, OR
        *DreamHack ,*National Western Complex, Denver, CO
        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

Tools

- Unity
- 3ds MAX
- Photoshop
- RenderDoc
- Illustrator
- Premiere
- MeshLab
- GitKraken
- Zbrush
- Processing

Skills

- Gameplay scripting: C#
- Shaders: Cg, GLSL
- Graphics optimization
- Illustration
- Visual art critique
- Stylized 3D Animation
- Stylized 3D Effects
- Scrum PM
- Mentoring
- Teaching
- Organic 3D Modeling
- 3D Design Modeling
- Git version control
- AR / VR Development