



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