

TOMMY MURRAY JR.

Student Game Designer/2D Asset & Character Artist

(203)583-7898 | tmmurray2019@gmail.com | Portfolio: <http://bit.ly/TommyMurrayJr>

PERMANENT ADDRESS

38 Charter Ridge Drive
Sandy Hook, CT 06482

CURRENT ADDRESS

380 John Street
Unit 1378-B
Rochester, NY 14623

EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY

Golisano College of Computing and
Information Sciences

Rochester, NY

Class of 2023

Major: Game Design and Development

NEWTOWN HIGH SCHOOL

Sandy Hook, CT

Class of 2019

PERSONAL

Skills:

Programming Languages: C#, C++,
JavaScript, Java, HTML, CSS

Graphics Programs: Maya, Photoshop,
Procreate

Game Engines: Unreal, Unity,
GameMaker Studio

Volunteer Experience:

Newtown Action Alliance: Social Media
Graphic Designer

Interests:

FPS & Open World Games, The Weeknd,
Star Wars and Marvel Movies, Comics,
Creative Writing, Drawing, Sneaker
Collecting, Traveling, and Running

WORK EXPERIENCE

ALL STAR AUTO LIGHTS

Orlando, FL

Web Design Intern

June – August 2021

- Responsible for design process and infrastructure of the company's first intranet; worked directly with management for several iterations of the site to optimize interface for employee usability
- Actively participated in meetings with individuals from a variety of different company divisions to develop a newsletter that was subsequently distributed companywide on a weekly basis

PROJECTS

ROCHESTER INSTITUTE OF TECHNOLOGY

Rochester, NY

Student Game Designer/2D Asset & Character Artist

May 2019 – Present

Aether: Writer and lead illustrator of a science fiction graphic novel.

- Slime Jump: Crafted a 2D PC browser game inspired by Doodle Jump using JavaScript
- Atomic Pack: Created a custom resource pack for Minecraft with original artwork
- Mage Match: Participated in a team of 5 students as the lead artist to develop a 2D color-matching puzzle game using JavaScript

CARNEGIE MELLON UNIVERSITY SUMMER PROGRAM

Pittsburgh, PA

Game Design Program Student

July 2018

- Gauntlet Remake: Producer and 2D artist for a team of 4 students to develop a 2D PC remake of the 1985 Gauntlet game in Unity using C#
- Sugary Space Race: Responsible for the 3D & texture art within a team of 5 working to develop a VR racing game in Unity using C#

LEADERSHIP

JUNIOR NEWTOWN ACTION ALLIANCE

Sandy Hook, CT

Co-Chair

August 2016 – June 2019

- Led Newtown High School's student organization to engage young advocates to become active in helping to end the gun violence crisis in America including coordinating numerous events including a community vigil after the Parkland tragedy, the National School Walkout and National Vigil for All Victims of Gun Violence
- Traveled to Washington, D.C. to meet with Members of Congress to advocate for gun legislation and spoke in front of 800,000 participants at the March for Our Lives in Washington, D.C. on March 24, 2018

NEWTOWN HIGH SCHOOL VIDEO GAME DESIGN CLUB

Sandy Hook, CT

Founder

2018

- Founded a student-run organization to offer students an opportunity to meet outside the classroom to develop games in GameMaker Studio

NEWTOWN INTERNATIONAL CENTER FOR EDUCATION

Liaocheng, China

Student Ambassador

2016 – 2017

- Represented Newtown High School with 12 other students on an ambassador trip to visit a sister school in Liaocheng, China