

Thomas Ratliff

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Summary

Technical artist with a passion for supporting the pipeline between art and games. Experience in XR and mobile with in-depth knowledge of prototype development, optimization, 3D design and production.

Education

Rochester Institute of Technology (RIT), Rochester, NY

August 2017 – December 2020

Bachelor of Science, Major in Game Design & Development, Minors in 3D Digital Design and Psychology

GPA: 3.72 | Dean's List Fall 2017 – 2020 | Honors: *magna cum laude*

Experience

Technical Artist | HTC Creative Labs | Remote

January 2023 - Present

- Developing and integrating content experiences for metaverse research initiatives and prototypes
- Collaborating with multidisciplinary teams to ensure comprehensive and optimal content delivery
- Utilizing DCC toolsets and software scripting to optimize content delivery and content pipelines
- Creating visual effects including shaders and particle effects that run optimally on target hardware

Technical Artist | Remio VR | Remote

March 2021 – December 2022

- Worked with team to create virtual reality collaboration tools and team building games using Unity
- Optimized assets to ensure performance requirements were met on target hardware
- Assisted in creation of 3D assets such as characters, environments and in-game objects
- Designed and developed effects including shaders, particle effects, and animations

Technical Artist | MAGIC Spell Studios | Rochester, NY

May 2020 – December 2020

- Worked with a small agile team to develop prototypes in Unity for a MAGIC Spell Studios original game
- Designed and developed VFX such as shaders and particle effects, as well as player UI systems
- Communicated with artists to optimally implement in-game assets such as characters, objects, and audio

Independent Game Developer | MAGIC Spell Studios | Rochester, NY

June 2019 – August 2019

- Achieved over 50,000 downloads between App Store and Google Play. Link: <https://overdrivegame.com>
- Developed gameplay scripts as well as scripts for audio visualization
- Designed, optimized, and implemented art assets such as 3D models, textures, shaders, and sprites
- Selected by MAGIC Spell Studios to be showcased at GDC 2020

Skills

- Languages: C#, C++, JavaScript, HTML, CSS, Java
- Software:
 - Art: Blender, Maya, ZBrush, Substance Painter, Gimp, Photoshop, Illustrator, After Effects
 - Development: Unity, Unreal Engine, Visual Studio, Wwise, Git, Gitlab, Github, SourceTree

Projects

Party Crashers | Personal Project

April 2021 - Present

- Lead Unity developer creating a VR local party game that utilizes mobile phones as controllers
- Learning and implementing network code for access of game controller via a website using WebGL
- Developing, implementing, and optimizing models, textures, and shaders to meet the game's visual goals

Luminar | Personal Project

November 2023 - Present

- Developing mixed reality web browsing app with real-time lighting visual effects
- Currently in beta on Quest 3. Link: <http://tinyurl.com/luminarwebbrowser>

Neurotechnology Exploration Team | Research Project

February 2019 – December 2019

- Assisted in development of a 3D racing game using muscle sensors as input for rehabilitation purposes
- Acted as the main 3D asset producer in team of 11, also assisted in gameplay scripting and overall design