

Thomas S. Field

226 Aberdeen Road

Cary, IL, 60013

Cell Phone – (847) 346-2476

Home Phone – (847) 754-4118

cuinmanari@hotmail.com

Video Game Developer

Qualifications

Highlights

Video Game Development student with experience developing complex custom materials, 3D models with the use of Autodesk 3DS. Previous Video Experiences aimed for developing skills on a basis, but desires to branch out from PC-only Games Development. Has a in-depth knowledge of consoles, hand-held consoles and mobile electronic devices. Maintains knowledge of the latest and greatest in the Video Gaming industry and emerging market trends. Maintains an open mind, allowing both an artistic and perceptive viewpoint. Has a High School Degree and Dean's List for the Fall semester 2010 from McHenry County College. Finds multitasking a key skill in group work.

Proficiency: UDK development, Kismet, Matinee animations and triggers, as well as 3D modeling and texturing with Autodesk 3DS. Also Proficient with Programming in OOP languages, such as C++, and experienced with Programming in Java, and actively learning more about the languages, such as Actionscript.

- Actively observant and keen game evaluation skills with focus on improving the experience of the game.
- Attention to detail by catching glitches often missed by others, such as clipping, collision box mistakes, or errors in code.
- Cooperative and friendly in a collaborative group environment.
- Experienced with aiding others fine-tune their products.
- Retains a high standard for quality.
- Active in the gaming community, both in developing UDK Mods and conversing with local groups of gamers.
- Skilled with communicating opinions on storyline, game-play, ratings, language and placements of static meshes and the artistic qualities. Also supports viewpoints with no logical fallacies.

- Has access to consoles such as the Xbox 360, PC, PS3, and Wii.
- Enjoys genres such as FPS, RPG, Strategy, OTS Shooters, Casual, Action-Adventure, Driving, and Simulations.
- Experience Programming in C++ and Java.
- Experience in Game Development, particularly with the UDK engine.
- Experience in 3D modeling and Texturing, having used multiple LOD's, and gaining experience in high-poly to low poly projection mapping.
- Experience with concept-art, modeling to concept-art, as well as planning out the process of development of the model.

Education

CARY-GROVE HIGH SCHOOL – Class of 2009

MCHENRY COUNTY COLLEGE | McHenry, IL | - A.A.S. Degree in Digital Media. On the Dean's List for the Fall Semester of 2010. Current Collective College GPA – 3.17 out of 4.0.

DePaul University | Chicago, IL | - Registered for Fall of 2011 Classes

Experience

Unreal Development Kit Modding, Personal Projects, 2010-2011

- Skilled in making 3D models through Autodesk 3DS, and textures using developed and actively improving photoshop skills.
- Experience making Custom static-meshes, both low and high poly, as well as experience with normal and specular mapping
- Maintains a high-standard of work ethic and always aiming for a better quality piece than the last.
- Experienced with In-engine animations, and sound cues, as well as using various engine tools such as desaturation, Blocking volumes, Lighting, Post-Processing volumes and water volumes.
- Experience with Sky-Dome development, and improving ability to not use BSP.

Cashier/Stocker/Customer Service, Dollar Tree, July to Present

- Keeps work place clean and organized, to provide the best customer experience.
- Provides a friendly work environment, helping both co-workers and customers with their daily lives.
- Works cooperatively with co-workers to improve efficiency and productivity.

Author/Actor/Camera Assistance, GenYGamers, April 2010 to September 2010

- Writes clear and organized scripts for use in video production.
- Communicates clearly and fluidly with members of the group.
- Maintains organization and a focus on a high-quality end product.
- Plans, organizes and conducts beneficial group meetings in person as well as through online visual aids such as Skype.

Associate Game Advisor, Gamestop, October 2008 to February 2009

- Found games for customers based off of quality, age level, interest and budget.
- Recommended games as a gift based on person experience, reviews, and the intended receivers preferences.
- Maintained a clean and orderly work environment.
- Remains up-to-date on industry trends by conversing with customers, avidly playing, and helping management with game pre-ordering.