

Thomas M. Sharpe

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Education

Drexel University
Bachelor of Science in Game Art & Production
Game Design

Philadelphia, PA
Anticipated Graduation: June 2016
Cumulative GPA: 3.61

Honors and Awards

Dean's List, Drexel University, Spring 2013, Spring 2014
Dean's Scholarship, Drexel University, 2012 - 2014
Finalist, Fuse This! Trailer Contest, 2013
Winner, All 4 One Trailer Contest, 2012

Relevant Coursework

Game Development Workshop I, II
Programming Fundamentals I, II

Game Development Foundations
Experimental Game Design

Overview of Computer Gaming
Computer Animation I, II

Skills

Software: Adobe After Effects, Flash, Illustrator, Photoshop; Autodesk Maya, MotionBuilder, Mudbox;
GameMaker: Studio, Pro Tools, Unity, Unreal 4
Scripting Languages: C#, C++

Project Experience

Sole

Team Lead

Philadelphia, PA
November to Present

- Supervise creation and distribution of work items in an agile development environment
- Prepare and present production material for investor review
- Design system mechanics and oversee creative direction
- Implement core gameplay and controls in C#

ShapeSmith

Lead Game Designer

Drexel University
February to March 2014

- Designed, prototyped, and implemented five 3D levels of varying lengths and difficulties
- Conceptualized and designed global gameplay mechanics
- Generated environmental models, textures, and lighting arrangements for use throughout the game
- Drafted and presented the initial game pitch and follow-up production

Work Experience

Entrepreneurial Game Studio

EGS Co-op

Philadelphia, PA
April to Present

- Design front-end user interfaces for social mobile games
- Create promotional material for products and upcoming events
- Generate design documentation for a mobile game production
- Facilitate administrative operations across the organization

Activities

Member, International Game Developers Association, 2014 - Present