

Tom Hunt

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Education

Worcester Polytechnic Institute (WPI), Worcester MA

Bachelor of Science in Interactive Media & Game Development, May 2015

Related Courses: Intro to Program Design, Object-Oriented Design Concepts, 3D Modeling I-II, The Art of Animation, Animation II, Digital Game Design, Machinima, Character Rigging & Technical Animation, Game Audio I-II, Artistic Game Development I, Artistic Game Development II, Introduction to Computer Aided Design

Boston University (BU), Boston MA

Related Course: Introduction to Programming (May - June 2015), Programming in C++ (Sept. 2015 - Dec. 2015)

Northeastern University (NEU), Boston MA

Related Courses: Animation Studio II (July - Aug. 2012), Introduction to After Effects (Nov. 2015 - Dec. 2015) Compositing (Jan. - April 2016), Usability & Human Interaction (April - July 2016), Intermediate Programming for Digital Media (Sept. 2016 - Dec. 2016)

Skills

Software: Autodesk Maya, Autodesk 3DS Max, Pixologic Zbrush, Blender 3D, Premiere Pro, After Effects, Audition, Photoshop, Pro Tools 9, Final Cut Pro X, Unity 3D, Unreal Engine 4, Camtasia Studio 8, Substance Designer, Quixel SUITE, Agisoft PhotoScan,

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

Projects

Major Qualifying Project, WPI, Aug. 2014 - March 2015

Collaborated with a team of programmers to produce art and sound assets for a multiplayer flight combat game.

NOFA/Mass, WPI, August 2013 - March 2014

VIDEO PRODUCER AND EDITOR

Worked with a team to write a report on the impact of social media on nonprofit outreach, and developed several video narratives for a nonprofit sponsor.

First Responder Simulation Concept, WPI, March 2014 -

Worked with a professor to develop a concept environment in UE4 with associated models, animations and sound assets that could be used to demonstrate first aid skills in a virtual setting.

Artistic Game Development II, WPI, March - May 2014

Worked with a team to produce art assets for a functional game - Cooperated with several programmers and another artist to produce a 3D first person game in Unity 3D.

Artistic Game Development I, WPI, Aug. - Oct. 2013

Designed, modeled, textured, and lit an environment in Unity 3D. Produced a fully functional Western game environment with custom assets and triggered animations.

Character Rigging & Technical Animation, WPI, March - May 2013

Modeled, rigged, and animated two characters in 3ds Max for midterm and final course projects.

Machinima, WPI, Jan. - March 2013

Worked with a team of four to plan, record, edit, and present a short film mixing live action with machinima. Used Adobe Premiere to edit the clips.

Digital Game Design, WPI, Oct. - Dec. 2012

Collaborated with a partner to develop web-based games using JavaScript and HTML5. Published on a team website for exhibition.

Experience

Wayfair, Boston MA, March 2021 –

3D ASSET SPECIALIST

Produced new 3D assets and adjusted existing models for use in product renders

Wayfair, Boston MA, Feb 2017 – 2021

3D VISUALIZATION ARTIST

Lit and rendered photorealistic product shots. Fixed 3D models to align with standards.

The Container Store, Natick MA, April 2016 – August 2016

PART-TIME VISUAL MERCHANDISING

Worked with a team to process merchandise and conduct sales.

HoneyVR, Remote, May 2015 – July 2016

3D CONTRACTOR

Produced 3D assets and animations for a 360-degree virtual reality film experience

Clear Blue Media, LLC, Worcester MA, May 2015 – August 2015

3D INTERN

Produced 3D models and associated textures for several music oriented video games.

Video Editor Intern at GamerFitNation, Remote, June 2014 - August 2014

VIDEO EDITOR

Edited interview footage recorded by GamerFitNation for distribution via YouTube

Freelance Sound Design, Remote, June 2013 - August 2013

SOUND DESIGNER AND FOLEY ARTIST

Contracted to provide sound effects and Foley for the game First Recon using Pro Tools 9 and Adobe Audition.

Activities

WPI Orchestra, August 2011 - May 2013

German Club, WPI, January 2012 - May 2013

Game Art Club, WPI, November 2013 - April 2014