

FORREST TABER-THOMAS

GAME DESIGNER

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MISSION

Experienced, Team-Oriented Game Designer with a deep artistic background, and a desire to create fun and meaningful experiences through warmth, hard work and collaboration with passionate people.

EDUCATION

2010-2014

Bachelor of Arts: Interactive Media and Games
University of Southern California School of Cinematic Arts
Major GPA 3.7

EMPLOYMENT EXPERIENCE

Summer 2014 - Present

EMBLEMATIC/VIRTUAL PYE DOG - UNITY ENGINEER

- Assisting with creation of a *Formula 1*, a Virtual Reality Racing Experience commissioned by Standard Chartered Bank
- Integrated 3D character animations using Unity Animators
- High level C# scripting for a racing game
- Modeling and texturing 3D objects and characters
- Integrating and scripting triggered events in C#
- Playtesting and Bug Fixing

Summer 2013

GETZELS GORDON PRODUCTIONS - PRODUCTION INTERN

- Helped with cataloguing and organizing media for the tv series *Closer to Truth*
- Created animations and posters for a kickstarter campaign
- Assisted with production scheduling and logistics
- Worked as a production assistant on a shoot for *Closer to Truth*

Fall 2012

PSYCHIC BUNNY - 3D ART INTERN

- Assisted with level design for multiplayer FPS/RTS military training game *Dice-T*
- Modeled 3D Environmental assets for game levels in *Dice-T* and also populated levels with 3D assets
- QA tested the mobile game FREEQ for bugs and gave constructive feedback

Fall 2011

USC SCA ANIMATION THESIS "SOD'S MACHINE" - 3D ARTIST

- Assisted in visual development for 3D art assets
- 3D modeled and rigged a robotic claw

Summer 2011/Summer 2010

PIXELDUST STUDIOS - ANIMATION INTERN

- Modeled 3D Environments and assets in Maya and zBrush
- Rotoscoped and keyed live action footage for implementation in visual effects shots using After Effects
- Helped in the conception of visual effects for TV shows including: *The Fabric of the Cosmos* and *Diving for Eden*

References available upon request

TECHNICAL SKILLS

PC and Mac	Adobe CS	iOS Game Dev
Unity 3D	Maya	Android Game Dev
C# Scripting	zBrush	Basic Nuke
Basic C++	Boujou	Tortoise SVN
UDK	AVID	Games for Web
Oculus Rift	Final Cut Pro	Microsoft Office

PROJECT EXPERIENCE

Spring 2014

SHORT TERM - SOLO PROJECT

- An experimental prototype exploring short term memory loss. Built in USC's Experimental Games Course

Spring 2014

SAY OMMMM... - LEAD DESIGNER/PROGRAMMER

- An experimental prototype using sound as the only input. Built in USC's Experimental Games Course

Spring 2014

PRESCHOOL - SOLO PROJECT

- A prototype exploring the effect of moods and how they affect each other. Built in USC's Experimental Games Course

Spring 2014

OH MANTIS MY MANTIS - DESIGNER/PROGRAMMER

- A multiplayer Co-op/Competitive game exploring the mating and fighting habits of preying mantises. Made in 48 Hours for the Global Game Jam at USC. Team of 3

Fall 2013

COLE - ENEMY DESIGNER

- Working with a team of twenty-seven students to develop a 2D platformer game for mobile devices for USC's Advanced Games course.

Fall 2013

BLACKOUT - DESIGNER, WRITER AND LEAD ARTIST

- Working with a team of five to build a narrative-based RPG on the Oculus Rift for the GameJolt Game Jam

Fall 2012

CLOUD CUBE - LEAD DESIGNER/PROGRAMMER

- Developed a visually rich 3D puzzle game with one other student

Spring 2011/Fall 2011

OUT OF ELEMENT - DESIGNER AND ARTIST

- Assisted in designing mechanics and creating art assets for a 2D puzzle platformer game

AWARDS

Most Creative Game Award - USC Global Game Jam 2014
for *Oh Mantis My Manis*

ORGANIZATIONS

Volunteer - IndieCade 2013
Game Developers Conference 2014
Delta Kappa Alpha Cinema Fraternity Spring 20 11-Present