

FORREST TABER-THOMAS

GAME DESIGNER

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1 (240) 893-7156

MISSION

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

EMPLOYMENT

Fall 2014 - Present

AGE OF LEARNING, INC - JUNIOR GAME DESIGNER

- Conceptualizing, designing, documenting and pitching over one hundred educational games for **abcmouse.com** and an unreleased future product
- Prototyping games for 3rd to 6th graders using Unity 3D
- Overseeing the creation of art assets and code for the games I designed
- Working with curriculum specialists to create educational games for 1st through 6th graders that teach english, science, history and math.

Summer 2014 - Fall 2014

EMBLEMATIC GROUP - UNITY ENGINEER

- Assisting with creation of *Formula 1*, a virtual reality racing experience commissioned by Standard Chartered Bank
- Integrated 3D character animations using Unity Animators
- High level scripting and integration of triggered events using C#
- Modelling and texturing 3D objects and characters
- 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 for the documentary *The Penguin Counters*
- Worked as a production assistant on location 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

Fall 2011

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

- Assisted in visual development, modelling and rigging of 3D art assets

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*

TECHNICAL SKILLS

PC and Mac	Adobe CS	Mobile Development
Unity 3D	Maya	JIRA
C# Scripting	Boujou	Tortoise SVN
UDK	AVID	Games for Web
Oculus Rift	Confluence	Microsoft Office

EDUCATION

2010-2014

Bachelor of Arts: Interactive Media and Games
USC School of Cinematic Arts
Major GPA 3.6

PROJECT EXPERIENCE

Spring 2014

PLANTER - SOLO PROJECT

- An experimental prototype in which players plant and cultivate a forest. Built in USC's Experimental Games Course

Spring 2014

SHORT TERM - SOLO PROJECT

- An experimental prototype exploring short term memory loss. 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

AWARDS

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

ORGANIZATIONS

Game Developers Conference 2014 - 2017

Volunteer - IndieCade 2013

Delta Kappa Alpha Cinema Fraternity Spring 2011-2014