



Thomas Ray

Vehicle & Prop Artist

Groton, CT | www.thomas-f-ray.art | the3dvehicleguy@gmail.com |

Technical Skills

- Low to Highpoly Modeling
- UV Mapping
- PBR Material Creation
- Modular Asset Creation
- Subdivision Modeling
- Prop Creation
- Python Programming

Software Proficiency

- Autodesk 3ds Max
- Autodesk Maya
- Substance Painter
- Substance Designer
- Adobe Photoshop
- Adobe Illustrator
- Marmoset Toolbag 3&4
- Unreal Engine 4
- Quixel Suite
- Visual Studios
- World Machine
- Unity Engine

Experience

- **Front End Web Developer - CollegiateR6 Esport League** **2018- 2020**
 - Source Control & Project Management
 - User Interaction
 - Interactive Graphics
 - HTML, CSS, PHP, JAVA, SCSS Programming
 - Develop Interactive and streamlined site navigation
 - Produce Page's with standardized aesthetics
 - Animated page elements
- **General Artist - Tales From the Blasterverse** **2018- 2019**
 - Vehicle Design & Creation
 - Modular Weapon Design & Creation
 - Prop Creation
 - Unity Level Populating

Education

- **Champlain College, Burlington, VT** **2019**
 - Bachelor of Science in Game Art & Animation
- **Fitch Senior High School, Groton, CT** **2015**
- **Three Rivers Community College, Groton, CT** **2015**

Honors & Awards

- **Glider Pilots Wings - USAF Aux., Springfield, VT** **2014**
- **Billy E. Mitchell Award - USAF Aux., Groton, CT** **2015**
- **State of Connecticut General Assembly Distinguished Achievement Award** **2015**