Thomas Sullivan

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I am a graduate of Champlain College's game design program, and have a deep passion for the process of building games. I shine brightest on a design team in a position where I can work in engine building content directly. My greatest skills are in level design and systems design, and I love using my knowledge of C# scripting for Unity to make entire games on my own or with a team.

Skills and Competencies

- **Design Specialties:** Level Design, Systems Design, VR Design, Multiplayer Map Design
- **Technical Experience:** C#, Adobe Illustrator, Excell, Agile Development
- **Game Engines and Editors:** Unity, Unreal Engine 4, Hammer

Education

Champlain College, Bachelors of Science in Game Design | Graduated Cum Laude may 2019

Game Projects

Visualizer | Spring 2019 | Team Project

Fast paced player vs. enemy rhythm FPS. Player uses an arsenal of weapons to defeat hordes of enemies by firing to the beat. Served on the systems design team and worked to design, prototype, and technically implement weapons and gun upgrades that felt powerful and responsive, and that creatively made use of the beat-shooting mechanics. Personally designed and built two weapons, tuned the other three, and created two incomparable mechanic based upgrades for each weapon.

Jormungandr | Spring 2018 | Team Project | VR

Atmospheric VR horror game set at the bottom of the ocean, where the player searches for clues to the fate of a lost comrade. Player encounters a giant sea serpent monster, Jormungandr, and must escape. Worked on level design, systems design, and game documentation. Designed and built the 'boneyard' and 'tree of life' levels, where the player is chased by and introduced to the serpent, respectively.

Astrobuster | Fall 2017 | Solo Project

Top down, 2D arcade style asteroid smashing adventure. Use a console controller to guide a ship safely around fast-moving asteroids. Designed around a specialized dash mechanic that allows the player to crush the asteroids to score. Built as a solo project in Unity 2D to further enhance personal skills in all aspects of game design. Designed and constructed two levels, an endless arena mode, a main menu, three utility ability items, three in level power-ups, and four asteroids.

Kaiserwave | Spring 2017 | Team Project

2D, turn-based tower-defense game set during the second battle of the Somme, WW1. Designed to reflect the horrors of war, emphasizing that there are no 'good guys' or 'bad guys,' only loss of life. Player controls 4 artillery pieces and must strategically place shots to obliterate charging hostile forces to survive. Designed and implemented special input system that allows the player to position the guns by rotating analog sticks like a crank. Built as a team project in Unity 2D, personally wrote all code and served as an assistant designer.

Professional References

John Boyd, Professor of Game Design, Champlain College, jboyd@champlain.edu