

Thomas West

EXPERIENCE

[Tamriel Rebuilt/Project Tamriel](#) — *Asset Developer*

FEBRUARY 2022 - CURRENT

Worked as a volunteer 3D asset developer on both sister mod projects. Assets I developed included working from others' concepts and creating my own. Worked with first- and third-party development tools for making engine-ready assets to match the graphical fidelity of *Morrowind*.

[Split Chance](#) — *Tech Art and Production*

SEPTEMBER 2025- CURRENT

Working as production and tech art lead on a card game project. Mostly working on UX programming and creating shaders and tools to assist in artist workflows.

[Team BattleClaws](#) — *QA and Art Assistance*

NOVEMBER 2023 - CURRENT

Duties included creating 3D assets, managing Jira items and leading playtesting efforts. Also assisted with shader/material production and optimising other 3D assets in a secondary tech art role.

EDUCATION

TU Dublin

SEPTEMBER 2022 - JUNE 2026

Awarded a Hon. Bachelor of Arts in Game Design from TUD (2:1).

Columbia College Chicago

SEPTEMBER 2024 - MAY 2025

Spent the third year of my degree abroad in the US, taking classes in games writing, level design, 3D asset production in Maya, and games production.

SKILLS

- **First-Party tools:** I've picked up the use of first-party engine tools, in the context of creating meshes and materials to work in those engines.

- **Third-Party engines:** Most of my experience with third-party engines is with Unity, with some familiarity with Godot.

- **Shaders:** Knowledge in using Unity ShaderGraph to produce bespoke shader VFX.

- **3D Asset Production:** Extensive knowledge of Blender and some experience with Maya workflows.

- **Productivity Software:** Familiarity with Jira, Trello, and GitHub. Also familiar with using these tools to facilitate Agile workflows like Scrum.