CONTACT DETAILS

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in @ThomasGameDev

🌐 TcatDesigns.com

OBJECTIVE

To obtain a challenging and rewarding position in a dynamic work environment where my skills and talents for game design can be used and I am provided an opportunity to improve, grow, and learn.

SKILLS AND EXPERTISE

Communication, Problem Solving, Teamwork, Reliability.

Blueprint or C#, Game Documentation, Level Design, Jira, Unreal Engine 5

GAMING EXPERIENCE

- Vast experience in FPS
- MMO and ARPG Enthusiast
- Hands on experience with a variety of gaming platforms: PC, Console (PS5/PS4, XBOX)
- Games I am playing: Valorant, Path of Exile, Diablo 4, Baldur's Gate 3, Elden Ring.
- Past experience playing: Overwatch, World of Warcraft, League of Legends, Hearthstone, Apex Legends, Rainbow Six: Siege.

THOMAS CATALANO

VIDEO GAME DEVELOPER

GAME DESIGN EXPERIENCE

Experience in creating unique levels in Unreal Engine. Carried levels through all phases of development, from initial white box to the release of a AAA title. Experience solving Jira tasks through Blueprint Scripting. Managing and participating in group discussion using Zoom, Slack, and Trello.

WORK EXPERIENCE

Associate Level Designer
Striking Distance Studios | June 2022 - July 2023

- Aided in the completion of The Callisto Protocol and it's two major DLC all in Unreal Engine 4.
- Helped resolve over 1000+ bugs across every level through the means of Blueprint Scripting and alternative design solutions.
- Full ownership of two sections of a large level. Carried responsibilities from initial whitebox phase to full release.
- Participated in daily discussions with designers and producers outlining goals, tasks, and next steps.
- Early prototype testing in Unreal Engine 5

Esports Coach
XPLeague | April 2022 - June 2022

- Head Coach for youth Overwatch Team.
- Teach esports standards in practices and matches.

Intern
ShadowMachine | July - Aug, 2018

- Worked daily with producers, artist, and animators to help with day-to-day tasks.
- Participated in meetings and TV episode script reads.
- Valuable in studio experience

ACADEMIC HISTORY

Academy of Art University
BFA in Game Development | Class of 2021

- Successfully developed and managed video games in a group environment.
- Produced and casted esport events hosted by the school.
- Created and pushed games through all stages of development.
- Collaborated on a project for NASA.

Westlake High School
Graduated, 2013-2017