Thomas Larson

(315) 825-1395 | tjl7357@rit.edu

https://www.linkedin.com/in/tjlarson/ | https://people.rit.edu/tjl7357/portfolio/

Education

Rochester Institute of Technology, Rochester, NY   Expected May 2023
BS, Game Design of Development   Honors Program, RIT Dean's List

Skills

Programming Languages: C#, C++, HTML/CSS, JavaScript   *Audio Workstations:* Ableton, Reaper
Game Engines: Unity, RenPy   *Audio Middleware:* Wwise

Work Experience

MAGIC Spell Studios   May 2022 - Current
Sound Design & QA Intern
- Worked with Reaper and Ableton to create 30 sound effects and 2 musical tracks for the game *That Damn Goat*. Ran auditions and a recording session for 2 actors and 81 voice lines.
- Used Wwise within Unity to implement sound effects and music. Created a unique audio spatialization technique for *That Damn Goat*.
- Used Wwise external sources within the project to reduce the recorded asset count in Wwise by 278 assets, allowing the project to stay below our license sound asset limit and saving the project $7,000.
- Developed a QA pipeline for approving merge requests, reviewing 100 merge requests for bugs and unintended changes.

Queenship Studio   June 2021 - August 2021
Programming & Composing Intern
- Developed the narrative pathways for 3 stories in *Open Spaces Deluxe*, going from a written script to a visual novel using RenPy.
- Collaborated with the team lead composer to compose 2 game themes and 4 character themes during the early stages of development for their project *The Shadowcross*.

Projects

Ao Shu Dynasty   September 2021 - December 2021
- Developed the player controller, including movement, a combo-based melee combat system, and spell casting in Unity C#.
- Developed 3 interactable objects, providing the mechanics to get elements to cast spells.