Tom Carroll

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Developer with 7 years of experience building interactive applications, experiences, and games both in teams and independently. Possesses strong verbal communication skills and uncommon aptitudes for both software development and graphic design.

Experience

CONTRACTOR DEVELOPER, ALLEN INTERACTIONS   Nov 2017-Present

· Created highly interactive e-learning applications for web-usage, including complex branching and video-based interactions.
· Implemented stringent government requirements for 508 compliance, which includes accessibility for sight-impaired and hearing-impaired users.
· Optimized process by designing a structure enabling rapid and flexible prototyping with stability for expansion. This allowed for achievement of multiple aggressive deadlines to satisfy client expectations.
· Collaborated remotely and solved problems independently.
· Successfully negotiated billable hours and gracefully navigated client invoicing disputes.

DEVELOPER, ALLEN INTERACTIONS   Nov 2014-Nov 2017

· Produced powerful web-based e-learning applications while working against fast-paced timelines, incorporating solutions from instructional designers, media professionals, and content writers.
· Invented creative, fun solutions to complex instructional design oversights early in projects and promoted strong learning objectives by channeling passions for game design.
· Designed complex data frameworks, reusable code libraries, externalization for translation, JIRA integration, Learning Management System integration, packaging, and repository management for unique SCORM and AICC environments.
· Drove small team dynamics during development, communicating hourly about media, text, and client needs, organizing and prioritizing build lists, driving the project toward successfully meeting deadlines.
· Accomplished creative design solutions to complex instructional design oversights early in projects.
· Enhanced process (and reduced colleague stress levels!) by implementing and managing a system to logically-organize developer schedules and load-balance project work.

GAME DEVELOPER, FOUNDER, RAINCLOUD GAMES   Nov 2011-Present

· Build games in the Unreal Engine 4 and Unity3D game engines for desktop and mobile using JavaScript and Blueprint.
· Solved complex world geometry challenges by making a highly flexible tool for designing 2.5D level terrain geometry of any form in real-time using a 2D interface, dynamically generating the 3D terrain mesh geometry.
· Consolidated a complicated array of global world attributes, colors, and themes by building a world theme design system which enriched game worlds by allowing for an unlimited combination of uniquely colored, designed, and themed worlds.
· Established a system for pooling, managing, and automatically listing levels with their associated metadata to a user-friendly interface while significantly reducing long-term maintenance requirements.
· Designed 2D and 3D user interfaces including: GUI, conversation interactions, chapter and level list screens, and multi-layered menus.
· Simplified the complexity of dynamic ambience by designing a layered system for audio spatialization and approaching environmental sound classification and manipulation, providing players with enveloping audio experiences when entering caves, submerged underwater, or returning to the surface.
· Invented 3D models for use in character, environment, and gameplay.

FREELANCE ARTIST   Nov 2008-Present

· Crafted (and still crafting) high fidelity, game-ready 3D models with creative UVW mapping/unwrapping, texturing, skinning vertices to armatures, and lifelike animation.
· Produced accurate, high quality fine art documentation through attentive and timely photo editing/retouching.
· Engineered explanatory concept work for fine artist pieces through prototype 3D models for proposal submissions.
· Built distinguishing graphic and logo design works for a wide variety of companies, products, and projects.

ASSOCIATE PROGRAMMER, ALLEN INTERACTIONS   Jun 2011-Nov 2014

· Self-taught Adobe Flash using ActionScript 3 and developed interactive e-learning courses. Created automated test scripts in Java with Selenium.
· Designed reusable templates, apps, and gadgets using proprietary software.
· Managed a JIRA software QA process on weekly timelines by prioritizing and resolving tickets, communicating with clients, and validating issues before release.

FREELANCE GAME DESIGNER, GALLOW GAMES   Feb 2011-Jan 2012

· Educated colleagues in the Unity3D game engine while executing on iOS game development goals.

Education

BS, Game Design and Development, Brown College   Jun 2008-May 2011

Achievements

· Presented at 3M headquarters contrasting native apps vs web apps vs mobile websites.   Oct 2016
· Demonstrated natural user interface concepts and Apple's Human Interface Guidelines as a guest speaker at University of Minnesota for a course on Electronic Design Theory.   Apr 2012
· Independently designed and developed Falleritus, a dark physics-based racing game built using Unity3D for iOS, released in 2012, ported to Windows in 2018.   Mar 2012
· Showcased and presented Falleritus at MineCon 2011.   Nov 2011

Skills

· Web-based application development
· Game design, prototyping, and development
· AGILE project management and organization
· Graphic design, logo/identity, and UI design
· User experience (UX) design

· Software tool creation and system architecture
· Revision control and repository management
· High fidelity 3D asset creation (i.e., textures/shaders, models, lighting, effects, animations, UVW mapping)
· Sound composition, editing, and creation

Software and Technologies

Experience

●●●●● Web languages including HTML5, jQuery, PHP, SASS, CSS, XML, and JSON (7+ years)
●●●●● Revision control, TortoiseHg (Mercurial) (6+ years)
●●●●○ Repository management with Atlassian Bitbucket (6+ years)
●●●●● Atlassian JIRA (7+ years)
●●●●● Unreal Engine 4 with Blueprint (6+ years)
●●●●○ Unity 3D with JavaScript (3+ years)
●●●●● 3D Studio Max (11+ years)
●●●●● Photoshop (13+ years)
●●○○○ Illustrator (1 year)
●●●●○ Audacity (6+ years)
●●●●● Microsoft Office, Word, Excel, and PowerPoint (And Google equivalents)