# Thomas Ladd
## Game Designer

I am a game designer whose passion is in constructing fun and engaging experiences. In my design process I craft visually compelling concepts, carefully structured level diagrams, thoughtfully crafted gameplay mechanics, and developing functional prototypes that turn ideas into playable experiences.

## CONTACT

- (910) 650-5671
- tloganladd@gmail.com
- Jacksonville, NC
- tloganladd0.wixsite.com/portfolio

## TOOLS

- Unreal Engine
- Unity Engine
- GameMaker
- GitHub
- Autodesk Maya
- Blender
- Adobe Photoshop
- Krita
- Procreate
- Adobe Illustrator
- Figma
- Inkscape
- Substance Painter
- Substance Designer

## SKILLS

**Game Design**
- Composed creative high concept and game design documents
- Implemented thorough game rules, systems, and interactions
- Illustrated the process of the mechanics and interactions

**Level Design**
- Outlined level diagrams diligently for personal and team projects
- Plotted logical level layouts to guide player progression
- Position the player start, enemy spawn, and game mechanics

**Asset Artist**
- Modeled environmental and character assets
- Textured assets using Substance Painter and Designer
- Retopologize efficient high poly models in Maya and Blender

**Game Illustrator**
- Drafted out effective concept art for environments and characters
- Prepared turnaround sheets for character modeling
- Created UI/UX through Illustrator, Figma, and Inkscape

## EDUCATION

**Simulation and Game Design (B.A.)**
William Peace University (Aug 2023 – May 2025)
**Student-Lead Projects**
**PuzzlePuttVR**
- Produced level layouts to replicate experience of real putt-putt
- Blocked out levels to establish the scale and flow of the courses
- Modeled putt-putt pad and ball to add authenticity to the levels

**Project Memory**
- Integrated storytelling through audio cues and story-driven puzzles
- Designed project with no cutscenes or forced camera shits
- Established the projects' dream-like art style and atmosphere

**Iron Vow**
- Constructed level diagrams to guide map designers
- Built props and characters in Blender and Substance for immersion
- Helped the team with composing level design and enemy placement

## EXPERIENCE

**Graphic Design Intern**
GBCS Group (Aug 2024 – Dec 2024)
- Redesigned the company's fleet management software
- Collaborated with other members to design new templates
- Lead a performance meeting to highlight the design team's work

**Cart Pusher**
Walmart (Mar 2020 – Dec 2020)
- Stocked, cleaned, and organized store for opening hours
- Carried consumers items to their designated vehicle
- Gathered, cleaned, and returned shopping carts for customers