

Thomas Eastman

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Experience

Wideload Games

Chicago, IL
Intern: June – Aug. 2008

Engineering Intern

- Wrote production gameplay, GUI, engine, and script integration Python and C++ code for console downloadable game
- Prototyped game concepts in anticipation of publisher events

Garage Games

Eugene, OR
Intern: Sept. – Dec. 2006
Contractor: Jan. '07 – Apr. '08

Programming Contractor, Intern and Associate

- Coordinated with artists to produce demos for successful press events and conferences
- Proof-of-concept scripting work
- Revised and added to engine documentation

Fabian–Baber, Inc.

Primos, PA
Jun. – Aug. 2004- 2006

Technology and Research Intern

- Led company into interactive media by designing, implementing, and producing three educational computer games. Coordinated with Executive Producer and artists
- Researched, proposed, drafted, and revised mathematics educational documentary script
- Developed DVD menu slates to client's specification

University of Pennsylvania

Human Modeling and
Simulation Lab
Philadelphia, PA
Jun. – Aug. 2003

Motion Capture and Modeling Intern (Unpaid)

- Reviewed and cleaned motion capture data
- Collaborated with student team on Siggraph project

Education

Dartmouth College

Hanover, NH
Currently

Pursuing Bachelor of Arts Degree in Computer Science

- Relevant Coursework: Multivariate Calculus, Structure and Interpretation of Programs, Algorithm Analysis, Computer Architecture, Graphics, Fine Arts
- Computer: C, C++, Python, C#, Torquescript, Java, Scheme, Oz, Actionscript, 3d Studio Max, Photoshop, Subversion
- 3.59 GPA