Tom Tawadros
Tech Artist & 3D Generalist

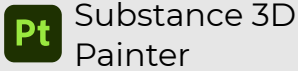## Contact

✉ tawadrosthomas@gmail.com   🌐 tomtawadros.com

Tools

Primary

- Ⓤ Unreal Engine
- Blender

Secondary

- Ⓜ Maya
- Pt Substance 3D Painter
- Ps Photoshop

Skills

Primary
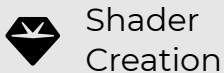
- Particle Effects Creation
- Blueprint Scripting
- Shader Creation
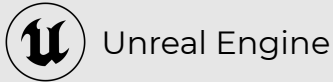
Secondary

- Rigging
- Hard Surface Modeling
- Texturing
- Image Editing
- 3D Animation
- Digital Sculpting

Summary

I'm primarily an Unreal Engine (UE) developer, and have a wide in-engine skillset including particle effects creation in Niagara, blueprint scripting, and material creation. I am also experienced in modeling, rigging and texturing in multiple software packages including Blender, Maya, and Substance Painter. I have good interpersonal skills, and I enjoy working in groups. I naturally find myself taking on a leadership role in projects.

Experience

VFX Technical Artist   2023 - 2024

Serfworks Studios | Feudal Lands | PC Game

I specialized in VFX creation, including particle effects and shaders. I also used my deep knowledge of unreal engine to develop pipelines and workflows that were used by other members of the team.

My Roles:

VFX Arist | Shader/Material Artist | Technical Artist | UI Artist | 3D Modeler | Rigger

Freelance 3D Artist   2021 - 2023

I worked in a variety of roles as a generalist, primarily on the game Feudal Lands in Unreal Engine 5.

My Roles:

Visual Effects (VFX) Artist | UI Artist | Shader/Material Artist | Technical Artist
3D Modeler | Rigger | 3D Animator

Developer   2020 - 2021

Bulkhead | PC Game | Released Q4 2021

Bulkhead is a third-person tower defense game developed in UE4. You play as the Soldier, defending a precious target in a post-apocalyptic version of the 1920s. I led a team of 3.

My Roles:

Game Designer | Programmer | Rigger | VFX Artist | Lighting Artist | Texture Artist
3D Modeler

Developer   2019-2020

The Call of Karen | PC Game | Released Q2 2020

The Call of Karen was developed as a Major Qualifying Project in fulfillment of my degree at WPI. I was on a team of 4 developers working in UE4 to create a 1950s housewife-simulator-meets-eldritch-horror game.

My Roles:

Game Designer | Level Designer | Lighting Artist | 3D Modeler | Texture Artist

Education

Bachelor of Arts   2016-2020

Interactive Media & Game Development

Minor in Computer Science

Worcester Polytechnic Institute (WPI)