




Tom Tawadros  
Tech Artist & 3D Generalist

## Contact

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## Tools


### Primary


 Unreal Engine

 Blender

### Secondary


 Maya

 Substance 3D Painter


 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

### Artist | VFX Technical Artist 2023 - present

Serfworks Studios | Feudal Lands | PC Game

I began working on the medieval fantasy MMO survival game Feudal Lands as a generalist artist, working on everything from modeling to rigging to UI. I later transitioned to a VFX Technical Artist, working on VFX and shaders. I was responsible for virtually all VFX creation in the project.

My Roles:

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

### Freelance Generalist 2021 - 2023

I did freelance contract work in a variety of 3D disciplines.

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)