

Thomas Vanderwyst

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EDUCATION

Carleton University

Bachelor of Information Technology, BIT: Interactive Multimedia and Design

- Graduated with High Distinction of academic achievement; 10.53/12.00 GPA

June. 2024

Ottawa, ON

Algonquin College

Interactive Media Development Ontario College Advance Diploma, BIT: Interactive Multimedia and Design

- Joint program with Carleton University

June. 2024

Ottawa, ON

WORK EXPERIENCE

Opticalm

Graphic Design and Multimedia Assistant

- Animated in Adobe After Effects a large collection of varying distortion effects that were applied to a paragraph of text to display a visual reference for how visual distortions commonly manifest and allow clients to identify their symptoms.
- Customized in Adobe Illustrator a series of animal head vector artworks with differing styles of eyeglasses for each animal which acted as representative avatars for clientele as well as staff in the form of custom apparel.
- Assisted the company's social media team using various Adobe software to draft promotional designs such as posters and social media graphics which aided in advertising the company as well as reducing the workload of other teams during times of stress.

Jan. 2022 – Sept. 2022

Ottawa, ON

Metro Inc

Retail Floral Clerk

- Maintained a pristine floral department and assisted customers and coworkers with whatever issues they were dealing with which produced a well-cared-for workspace and a positive environment.
- Constructed display items and dealt with customers during busy events such as Christmas and Valentine's Day which aided in decreasing the overall workload and helped to strengthen my communication and teamwork during high-stress circumstances.

Aug. 2020 – Sept. 2021

Ottawa, ON

EXPERIENCES & ACCOMPLISHMENTS

- Designed, modelled and rigged several high-quality 3D character models, environments and character animations for use in applications such as Blender, Maya, Unity and more which strengthened my design skills and provided a database of assets I may use in future projects in these software.
- Conceptualized and storyboarded scenes in animation software such as Maya and live-action productions that have assisted me in building a strong understanding of timing, camera work and narrative flow.
- Crafted a number of high-quality visual effects in the software Houdini, such as disintegration, water simulations and environmental destruction that gave a greater understanding of both the process of creating physics-based animations and integrating those effects into other sequences.
- Assembled a cookbook website using PHP with search, filtering and an account system which allowed users to create and delete recipe listings all resulting in simple and easy access to a vast database of meals and recipes.

SKILLS & INTERESTS

- **Skills:** programming, 3D modelling, animation, illustration, design, layout, formatting, C++, C#, Python, Javascript, HTML, XML, CSS, PHP, Microsoft Office Suite, Android Studio, Blender, Maya, Unity, Adobe Photoshop, Adobe Premier Pro, Adobe After Effects, Adobe Illustrator, Adobe Substance Painter, Houdini, photography, web content management systems, interpersonal communication, organization, teamwork
- **Interests:** distance running; swimming; skiing; bird watching; videogames