

# MIRANDA SARA THOMAS

1130 Greensboro Lane, Box 1944, Sarasota, FL 34234, (734) 751-1830

16515 Franklin Rd, Northville, MI 48168

mthomas2@c.ringling.edu - mirandathomasart@gmail.com - www.mirandathomasART.com

## EDUCATION

---

**Ringling College of Art and Design**, Sarasota, FL

BFA, May 2013

Major: Game Art and Design; GPA: 3.61/4.00

## COMPUTER & ART SKILLS

---

Experience in ZBrush, Maya, Unreal Development Kit, Unreal Kismet, xNormal, Crazybump, Adobe Photoshop, Adobe Premiere, Corel Painter, Microsoft Office Suite. Proficient in both observational and creative illustration, traditional and digital. Understanding of level and game design.

## WORK & VOLUNTEER EXPERIENCE

---

**Digital Sculpting Intern**, Hasbro, Pawtucket RI

May 2012 – August 2012

Produced digital models for a wide variety of well-known franchises for use in rapid-iteration/concept development as well as production. Utilized Zbrush and Maya to create models under a strict deadline. Worked to ensure models were accurate to franchise/concept, appealing, and physically producible.

**Conference Associate**, Game Developers Conference, San Francisco, CA

March 2012

One of a select group of volunteers responsible for managing traffic, assisting staff and conference speakers, preparing and guarding rooms for speakers and press, directing and advising guests, and overall making sure that the 22,000 attendees of the Game Developers Conference had a highly positive experience.

## AWARDS AND ACTIVITIES

---

Juried school show "Best of Ringling 2012" – 3D environment, 3D character, & digital painting

Juried school show "Best of Ringling 2011" – 3D character

Juried school show "Best of Ringling 2010" – toy design

One of two Game Art nominees for Ringling's "Trustee Scholarship", 2012-2013

"The highest honor a Ringling College student can be awarded: acknowledges students who demonstrate campus leadership as well as excellence in their work."

President's List: Fall 2009, Spring 2010, Fall 2011, and Spring 2012 semesters

Member of "Ringling Game Design Club", 2009 – Present

Member of "Digital Paint and Sketch Club", 2010 – Present