

W. Thomas Grové

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Summary:

Game designer; specializing in the development of new IP, scenario planning, pitch development, creative direction, document writing and layout, problem solving, and the design and implementation of core mechanics, control schemes, usability, combat, and AI.

Objective:

To collaborate with established companies and emerging artists from around the world.

Work Experience:

Studio Interrupt; San Francisco, CA; April 2008 – Present

Founder, Collaborative Designer, Producer

- Co-creating [Yomi: Fighting Card Game](#) with David Sirlin
- Providing limited design consulting to select clients
- Secret stuff

Stormfront Studios; San Rafael, CA; February 2007 – March 2008

Game Designer

- Shipped: *The Spiderwick Chronicles* (PS2, 360, Wii, PC) – responsible for all character control, combat, and ai. Additional contributions to core mechanics, quests, and scene flow
- Involved in preproduction design for three unannounced games (1*360/PS3, 1*XBLA/PSN, 1*Wii)

Backbone Entertainment; Emeryville, CA; August 2005 – February 2007

Game Designer, Associate Producer

- Shipped: *Capcom Classics Collection* (PS2, XBOX), *Capcom Classics Collection Remixed* (PSP), *Capcom Classics Collection Vol. 2* (PS2, XBOX), *Sega Genesis Collection* (PS2, PSP)
- Additional Contributions: *Super Puzzle Fighter II Turbo HD Remix* (PSN, XBLA), *Super Street Fighter II Turbo HD Remix* (PSN, XBLA), *SEGA Vintage Collection* (XBLA), *Commando 3: Wolves of the Battlefield* (PSN, XBLA), *1942: Joint Strike* (PSN, XBLA)
- Involved in all aspects of pitch development and preproduction including art direction, document creation, gameplay design, and scenario planning for ten games (2*PS3/Xbox 360, 2*PSP, 5*XBLA/PSN, 1*DS)

Shaba Games; San Francisco, CA; May 2005 – August 2005

Game Analyst

- Shipped: *Shrek SuperSlam* (PS2, XBOX, Gamecube) – analyzed and wrote reports concerning the design and balance of the game's characters, weapons, core mechanics, and levels; created a bonus stage for the game's Challenge Mode

MFA Project: *Breakerz*; San Francisco, CA; July 2004 – December 2004

Game Designer, Art Director

- Conceptualized the game, wrote the game design document, and set a consistent and appealing aesthetic style
- Executed the entire production pipeline including character designs, environment design, modeling, texturing, character setup, animation, scene integration, interface design, sound design, and compositing

Studio Interrupt; Columbus, OH; Colombo, Sri Lanka; May 1998 – August 2003

Freelance Producer, Film Maker, & Designer

- Shot, directed, and edited award winning documentaries and experimental films
- Shot video and produced DVDs for clients including Opera Columbus, JICA, and Master Mollica

Mythryn: Digital Storytellers; Evanston, IL; March 2000 – July 2001

Interactive Media Designer

- Developed extensive HTML and Flash based websites and CD-ROMs
- Created 2D and 3D graphic design and animations
- Integrated design, animation, and scripting elements into interactive projects for web and CD-ROM delivery

Software Experience:

- **3D Tools:** 3DS MAX, Maya, etc.
- **2D Tools:** Photoshop, Illustrator, InDesign, etc.
- **Video Tools:** Final Cut Pro, Avid, After Effects, etc.
- **Audio Tools:** Audition, ProTools, Renoise Tracker, Ableton Live, etc.
- **Game Engines and Interactive Tools:** Unity, Flash, Dreamweaver, DVD Studio Pro
- **Scripting Languages:** HTML, JavaScript, MEL, proprietary behavior tree and state machine systems
- **Production Tools:** Microsoft Office, Open Office, Google Docs, Wikimedia, Perforce, various bug tracking systems, etc.

Awards For Media Works Created:

SICACA, Vol. 1

- Character design selected for publication and exhibition at the first Seoul International Character Animation Cartoon Artist Invite Exhibition, Seoul, Korea, 2006

Sega Genesis Collection

- Gamespot Reader's Choice Awards, Best Classic Compilation, 2006
- 96%, Retro Gamer Magazine

The Quality of Music

- Official Selection: Dallas South Asian Film Festival , Irving , Texas , 2002
- Honorable Mention: Columbus International Film and Video Festival aka The Chris Awards , Columbus Ohio , 2002

Mythseekers: Waiting for the Phantom Menace

- Best Student Film: Crossroads Film Festival , Jackson Mississippi, USA 2000
- Runner Up; Documentary: Flicker Film Festival , Northwestern University, 2000
- Honorable Mention; Student Film: Communicator Awards 2000

Motion Sickness

- Best Experimental Film: Flicker Film Festival , Northwestern University, 2000

Education:

Academy of Art University; San Francisco, California; Autumn 2003 – Spring 2005

MFA Candidate: Video Game Design

- Artwork selected for the 2004 Spring Show
- Training in traditional art, 3D CG, and game design

Northwestern University; Evanston, Illinois; Graduated June 2001

BS: School of Communication; Department of Radio, Television, and Film

- Dean's List for Academic Achievement
- Four years of film theory and practical hands on application
- Three years of Eastern philosophy
- One and a half years of Japanese language
- Music technology: synthesis & electronic music composition
- Taught classes in web design, graphic design, and interactive design
- Anime Club Vice President and Japan Club officer for four years

The Ohio State University; Columbus, Ohio; Autumn 2002

- Attended Japanese language classes as a Continuing Education student

Innerspace Adventures; Singapore; Autumn 2001

PADI Dive Master Apprenticeship

- Lead groups of scuba divers in Malaysia, Indonesia, and Singapore: responsible for their whereabouts and safety while on the boat and in the water
- Assisted in the education and certification of PADI Open Water and Rescue Diver Students; prepared and maintained students' equipment

Additional Experience:

Game Industry:

Game Developers Conference (GDC) attendee; 2003–2008

- co-designed the inaugural East Meets West Reception (GDC 2005)

IGDA, San Francisco Chapter

- An active member since 2003 and a co-organizer since Autumn 2007

Game Developer Magazine, Gamasutra, Game Career Guide

- I occasionally write for these publications

Bay Area Video Coalition; Next Generation; Digital Arts and Gaming

- Developed the curriculum for this after school program that teaches game design to public school children
- Taught the inaugural semester (Autumn 2008)

Academy of Art University

- Frequent guest lecturer; critiquing final projects and imparting career advice and design philosophy

Life:

Extensive world travel and cultural exposure:

- **Americas:** USA, Canada, Mexico, Belize, Grand Cayman
- **Europe:** England, Portugal, Spain, Germany, Austria, Hungary, Slovakia, Denmark
- **Africa:** South Africa, Swaziland, Botswana, Namibia, Zimbabwe, Zambia, Mozambique, Ethiopia, Tanzania
- **Asia:** Japan, China, Hong Kong, Singapore, Malaysia, Indonesia, Vietnam, Sri Lanka, Maldives

Intensive Bush Survival Training Course

- Ndzalama Game Reserve, Northern South Africa

Summited Uhuru Peak, Mt. Kilimanjaro

- Successfully completed a nine day hike to the "Roof of Africa"

Scuba Diving

- PADI Open Water, Advanced Open Water, Medic First Aid, Rescue Diver, Night Diver, and Dive Master certifications

Acting, voice acting, and singing experiences

- Both professional and community based; performed many lead roles and earned the title of Honor Thespian

Zen

- 13 years of kung fu and snow skiing, several years of kendo and rock climbing, and ongoing formal training in Zen, Zen meditation, and yoga

Music:

89.3 FM WNUR Evanston/Chicago

- DJ and Host of "Grover's Groove" on Streetbeat, 1998-2001

Promotion of electronic music events for Dronetek and Streetbeat (WNUR)

- Responsibilities included flyer design, booking talent, arranging transportation, and reserving locations

Interrupt Audio: "Shattered Sound" (a limited edition audio CD)

- Contributed four of the twelve songs, designed the disc and cover art, mastered the disc's audio, and managed the disc manufacturing, distribution, and online sales

Niteskool: "Volition"

- Planning Committee member for the 1999 Northwestern University Niteskool Audio/Multimedia CD.
- Contributed one song to the compilation and authored and designed the entire multimedia section of the CD