

Tom Glasmann

Narrative Designer, Voice Actor, Motion Capture

Park City, Utah | (435) 565-0955 | tnglasmann77@gmail.com | tomglasmann.com | www.linkedin.com/in/tomglasmann

SKILLS

- Voice Acting and Motion Capture
- 3D Modeling and Animation (Autodesk Maya, Motion Builder, Unreal)
- Production and Teamwork Experience
- Prototyping, Organization, Networking
- Adobe Photoshop, Premiere Pro, Animation
- Audio Editing and Mixing (Audition, Premiere Pro, Audacity)

EXPERIENCE

- **Kingcup Productions** August 2025 - Present
 - Internship with Kingcup Productions, a Utah-based film production company. Talent, Background Talent, Script Supervision, Personal Assistant, Grip, and other roles whenever needed.
- **Game Craft Member** August 2023 - Present
 - Collaborated on multiple game jam projects, focusing on narrative design and audio implementation.
- **Lassonde Entrepreneur Institute - Freelance Writer & Marketing Contributor** January 2024 - Present
 - Experience in writing articles, marketing material, and photography/videography.
- **Aflalo Games** March 2025 - Present
 - Common collaborator and current Lead Narrative Designer for upcoming FPS game, *Buried Bullets*.

PROJECTS

- **Buried Bullets** – Western-themed 3D FPS March 2025 - Present
 - Narrative Designer and Story Lead, created dialogue, lore within the environment and oversaw the script for cutscenes
 - Voice acting and motion capture for main character
 - Directly in charge of coordinating, casting editing, mixing, and directing the rest of the game's voice lines.
- **Dirty Water** - 2D Ocean Cleanup Game ([link](#)) January 2025 - May 2025
 - Developed and created story, added flavor text, character concepts and dialogue
 - Worked in a collaborative academic setting and achieved a fun and purposeful game
- **In the Wake of Betrayal** - Top Down Twin-Stick Slasher ([link](#)) May 2025 - August 2025
 - Fabricated the original gameplay pitch
 - Researched and designed narrative to create an interesting but respectful story
 - Lead audio designer, edited and mixed music and sound effects

EDUCATION

- **University of Utah – Bachelor of Science, Game Design; Bachelor of Science, English Bachelor of Fine Arts, Theatre; Animation Minor** August 2023 - Present
 - Dean's List, Utah Merit Scholarship, Lassonde + X Entrepreneurship Program
- **Park City High School** August 2019 - June 2023
 - GPA 3.9