

Timothy Staton-Davis

704-345-2823
timothysd@hotmail.com
www.timstatis.com

Objective:
Motivated Technical
Game Designer
seeking design/programming
position to create powerful,
innovative, and
unique experiences.

Technical Game Designer

EDUCATION

Masters of Entertainment Technology **Grad. Date: May 2016**
Carnegie Mellon University, Entertainment Technology Center (ETC)
Bachelors of Science in Computer Science **Grad. Date: May 2014**
Howard University, Washington, DC

SKILLS

Experienced: C++ , C#, Scripting(C++ , C#), HTML, Python **Platforms:** PC, Mobile
Experience using Unity 3D, Unreal Engine 4, Visual After Effects, Maya, Photoshop, Illustrator
Systems Design, Level Design, Rapid Prototyping, Group collaboration, Communicating ideas

PROJECT EXPERIENCE

"A Fine Line" Graphic Adventure Game, ETC **Spring '16**
Lead Game Designer/Programmer

- Collaborated effectively with diverse team and allowed team to influence game's direction.
- Lead development of first person graphic adventure game focusing on player choice and NPC interaction.
- Designed internal relationship & player integrity game systems that match real life pressures
- Programmed game mechanics and camera movement based on my designs that support the story.

"Cloud-10" Project, Platformer Game, ETC **Jan. '16 - Present**
Gameplay Programmer/Game Designer

- Using **Unreal 4**, developing a 3rd-person speed platformer with jumping and diving movement mechanics, camera systems, and an emphasis on game feel

"Space Watchers" Hidden Object Game, Electronic Arts **Fall '15**
Game Designer/Producer

- Designed a video-based multiplayer hidden object game for the **XfinityTV** game platform
- Created design guidelines for mobile phone controller, levels, testing, and experimentation
- Utilized Unity3D to create levels with custom level editor and tested game feel and game modes

JobPro Game Series, Simcoach Games **Summer '15**
Game Designer (Intern)

- Designed & Published the JobPro Game Series on **mobile** app stores; 3 games to teach about professionalism
- Effectively communicated game mechanics, difficulty ratings, and systems to team members
- Created dialogue, score systems, and mechanics for **Get Hired, Get Prepared, and Get Dressed** games

Building Virtual Worlds, ETC **Fall '14**
Game Designer/Artist

- Performed rapid prototyping of a different game every 2-3 weeks with 5 member teams
- Worked with the Oculus Rift, Kinect SDK, PS Move, and Makey Makey as game control mechanisms.
- Created 3D scenes, art, and applied game design concepts in Unity 3D

"Code Corrupt" Game, Howard University **Aug. '13 - June '14**
Producer/Programmer

- Dungeon based puzzle/action game to teach people students about programming concepts.

AWARDS/RECOGNITION

Game Developers Conference (GDC): ALT CTRL Exhibitor **Spring '15**
• Showcased **"Book of Fate"** game at GDC 2015 exhibit

Serious Play Conference: GOLD Award Winner **Spring '16**
• Showcased **A Fine Line** game at SeriousPlay 2016

Hobbies: Parkour, Japanese Language, Making food recipes, Anime/Manga, Tennis, Video Games