

Timothy Staton- Davis

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Objective:

To use my coding and design skills to create & enable the creation of fun and innovative game experiences.

Technical Systems 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#, Lua), Python, HTML Platforms: PC, PS4, Xbox, Mobile
Experienced in: Unity 3D, Unreal Engine 4, Visual Studio, Maya, Photoshop, Illustrator
Systems Design, Combat Design, Level Design, Rapid Prototyping, Scripting, System Diagrams, Design
Documentation, Team collaboration, Communicating ideas/concepts, Japanese (Intermediate)

PROJECT EXPERIENCE

Marvel's Avengers (PS4, Xbox), Action, Crystal Dynamics

June '19 – Current

Boss Designer

- Designing boss battles for Campaign using iconic villain characters from Avengers' comics.
- Using proprietary 3D game engine & visual scripting, creating fight sequences, pacing, and tuning of bosses.

"Halo Infinite" (Xbox), FPS, 343 Industries

Sept'17 – March '19

Combat/Level Designer

- Worked with AAA 200+ person team on new Halo FPS game and contributing new designs to evolve the franchise.
- Designed new systems for player interaction across the game world that expand on mechanics and world building.
- Using proprietary 3D game engine & Lua, scripted gameplay sequences & combat encounters, built interactive assets, prototyped original puzzle designs, scripted in-game events, and tested POIs.
- Lead development of various main "dungeon" levels, collaborated with devs across teams. Mapped flow and pacing for combat in levels.
- Created design documents to explain new concepts, detail new systems, explain implementation processes, and illustrate designs.
- Collaborated with AI Engineers, Level Designers, and 3D Artists to iterate on levels.

"Shadow of War" (PS4), Action/RPG, Monolith Productions

Fall'16 – May '17

Mission/Level Designer

- Worked with AAA 200+ person team on sequel to Shadow of Mordor game in Lord of the Rings Universe.
- Using proprietary 3D game engine, Designed side missions the player encounters naturally in-game.
- Designed missions to each provide different play style opportunities; Assault vs. Stealth
- Set-up situations & enemy AI vignettes inside existing world environment to create player stories.
- Scripted special situations and in-game elements for levels to make each level unique.

"A Fine Line" Graphic Adventure Game (PC), ETC

Spring '16

Lead Game Designer/Programmer

- Won GOLD award at SeriousPlay 2016.
 - Designed internal relationship game system for player to NPC relationships.
 - Designed player integrity game system = player's choices affects in-game system thus affecting events and ending of game.
 - Lead development of **first person graphic adventure game** focusing on player choice and NPC interaction.
 - Programmed game mechanics and camera movement based on my designs that support the story.
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“Cloud-10” Project (PC), Platformer Game, ETC

Jan. '16 – Aug. '16

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 (PC), 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
- Used Unity3D to create levels with custom level editor and tested game feel and game modes.

JobPro Game Series (Mobile), Simcoach Games

Summer '15

Game Designer (Intern)

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

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

AWARDS/RECOGNITION

Game Developers Conference (GDC): ALT CTRL Exhibitor

Spring '15

- Showcased **“Book of Fate”** game at GDC 2015 exhibit

Serious Play 2016 GOLD Award Winner for **“A Fine Line”**

2016

Hobbies: Parkour, Japanese Language (Intermediate), Creative cooking, Anime/Manga, Tennis, Video Games