

# Timothy Staton- Davis

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www.timstatis.com

Objective:

Seeking design/scripting position to create fun, innovative, and unique games.

## Technical Game Designer

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### EDUCATION

Masters of Entertainment Technology

Grad. Date: May 2016

Carnegie Mellon University, Entertainment Technology Center (ETC)

Howard University, Washington, DC

Bachelors of Science in Computer Science

Grad. Date: May 2014

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### SKILLS

Experienced: C++, C#, Scripting( C++, C#), HTML, Python

Platforms: PS4, PC, Mobile

Experience using Unity 3D, Unreal Engine 4, Visual Studio, Maya, Photoshop, Illustrator

Systems Design, Level Design, Rapid Prototyping, Group collaboration, Communicating ideas/concepts

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### PROJECT EXPERIENCE

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#### **"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.

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#### **"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

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#### **"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.

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#### **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

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#### **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
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## AWARDS/RECOGNITION

Game Developers Conference (GDC): ALT CTRL Exhibitor

Spring'15

• Showcased "**Book of Fate**" game at GDC 2015 exhibit

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Serious Play 2016 GOLD Award Winner for "**A Fine Line**"

2016

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