

Tim Beedall

GAME DESIGNER

CONTACT

✉ timbeedall@gmail.com

SKILLS + SOFTWARE

- **Unreal Engine**
Knowledge of Unreal's inner workings especially Blueprints, Profiling, UMG
- **C++**
Knowledge of programming fundamentals specifically in C++
- **Scripting**
Extensive knowledge of Blueprints and Unreal's technical workflow
- **Project Management**
Knowledge of JIRA and how it can be used effectively to manage a project
- **Source Control**
Used GitHub across multiple projects as the primary source control solution
- **Adobe + Microsoft Suite**
Especially in Photoshop, Aftereffects, Word for TDDs and GDDs, Excel for data
- **3D Modelling**
Knowledge in Blender, Maya and 3DS Max. Created models across technical projects

EDUCATION

🎓 **Staffordshire University**
MSc Computer Games Design
BSc Computer Games Design

HOBBIES

- 🎵 **Music**
I'm a music artist under the name of B3AKY with a growing audience [youtube.com/B3AKY](https://www.youtube.com/B3AKY)
- 🎮 **Games**
I enjoy playing games just as much as I love making them! My favourite genres being strategy and shooters.

PROJECTS

Planet Hope

City Builder (UE4) **2021**

- **Technical Designer**
- Producing clear and detailed systems design document
- Creating all game systems, including a clear, responsive user interface
- Working to a deadline while making sure mechanics are of industry standard quality
- Designing intuitive systems with focus on user feel and experience

Revolve

Isometric Puzzle (UE4) **2021**

- **Game Designer**
- Producing game design document
- Creating all systems in the game, focussing on user experience
- Modelling character mesh and handling complex animations through Blueprints
- Applying research on colour theory, lighting direction, shading to the consistent visual theme of the scenes

Vaulta

Point and Click, Adventure Puzzle (UE4) **2020**

- **Technical Designer**
- Producing clear and detailed systems design document
- Designing and implementing original puzzle mechanics
- Creating an island environment using Unreal's landscaping tools
- Making use of audio tools in Unreal to create spatial ambience across the environment with focus on immersion

LEADERSHIP

Technical Lead

Collaboration Project (UE4) **2021**

Responsibilities

- Keeping JIRA up to date by managing the team members' tasks
- Managing GitHub and making sure members are up to date and interating project versions correctly
- Making key decisions in the technical aspect of the game
- Creating modular level building systems for designers to easily use to make levels

EVENTS

Game Jam

3D Vertical Endless Scroller (UE4) **2021**

- Participated in the Great Spring Game Jam by soloing a game in six days.