



Game Designer

# Timothy Beedall



## Contact

✉ timbeedall@gmail.com

## Skills & Software

### Unreal Engine 4/5

7+ years experience in Unreal Engine. Highly proficient in Blueprint, UMG, and other subsystems

### Project Management

Triple-A experience with Jira, ClickUp, Confluence, Miro  
Leading stand-ups, tracking progress, ticket prioritisation and estimations

### Source Control

Large-scale project experience with Perforce & GitHub, working with complex repos

### Creative Tools

Creative expertise with Adobe tools, extensively Photoshop  
Modelling experience, particularly Blender, Substance

### Production Insight

Invaluable knowledge on art, sound, music, lighting, environment, and animation pipelines in world-class AAA studios

## Education

### Staffordshire University

BSc Computer Games Design, First Class

## Hobbies & Interests

### Music

Music artist under the name B3AKY, with a growing audience  
[youtube.com/B3AKY](https://youtube.com/B3AKY)

### Game Dev

Solo game dev, actively working on indie Steam releases

## TITLES

### AAA

## Until Dawn (2024)

Lead Game Designer & Project Lead

Working with Sony and Ballistic Moon, I lead the creative service teams in game design, environment design, and animation, within PitStop Productions, over a 10-month development period

- Elevating cinematic shots/cameras within the game world and sequences
- Integrating and polishing interactions throughout game world
- Optimisation of scenes, including collision and culling passes
- Setting up play space collision in the majority of the game's chapters
- Representing PitStop in leading daily standups, managing team members, and providing full production support that integrated with Sony's trackers
- Identifying underperforming moments and conceptuliasing with leads and directors creative solutions, and implementing them

### INDIE

## Base Taker (2023-Current)

Solo Creator

Releasing on Steam, this multiplayer, third-person shooter showcases my complete set of skills, such as all game mechanics, including networking/replication, AI, and advanced shooter combat; modelling, animation, texturing, tech art, music, sound, voice-over, and narrative

## Planet Hope (2021)

Solo Creator

Winning both first place in the Game Republic 2021 Showcase for game audio, and first place overall in the Itch.io GVE Summer Showcase 2021, this isometric city builder was built in UE from the ground up

## Revolve (2021)

Solo Creator

Winning first place in the Itch.io GVE Summer Showcase for creativity, innovation, and uniqueness, this top down puzzle game was created over a 6-month period in Unreal Engine

## Vaulta (2020)

Solo Creator

Point-and-click, Myst-inspired puzzle game, in a 3D environment within Unreal Engine

## EMPLOYMENT

## PitStop Productions (2021-Current)

Lead Game Designer

Managing and recruiting designers to build up outsourcing teams, Creative lead for game design within the company, leading the teams provided to Sony and Ballistic Moon on Until Dawn, and leading in-house game projects

## EVENTS

## Itch.io Great Spring Game Jam (2021)

Solo Creator

Submission of an endless scroller, 3D game within Unreal, created in 6 days