

TIMOTHY GATTON

TECHNICAL DESIGNER

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I am an experienced technical designer seeking a full-time position in the field of game development, where I can help create expressive, unique, and immersive experiences for players of all ages.

SKILLS

- Rapid prototyping for game design with visual scripting
- Coding core systems and mechanics in C-based languages
- Designing 2d and 3d game worlds and environments
- Creating clear and navigable user interfaces and menus
- Developing tools to aid artists' and designers' workflows
- Debugging and optimizing game performance across multiple platforms including PC, consoles, and mobile

SOFTWARE

- Unity, Unreal Engine, VRage Engine
- Blender, Krita, Photoshop, DaVinci Resolve, Audacity
- Perforce, Git, JIRA, Confluence, Monday, Notion
- Microsoft Office, Google Docs, Visual Studio

PROGRAMMING

- C#, C++, Python, Lua
- Unreal Blueprints, Playmaker, Visual Scripting Tool
- XML, JSON, HTML, CSS, PHP

SHIPPED TITLES

- Space Warlord Organ Trading Sim.: Omega Update (2023 - PC)
 - Sunshine Shuffle (2023 - PC, Nintendo Switch)
 - Space Engineers: Warfare 1 (2021 - PC, Xbox One)
 - Space Engineers: Wasteland (2020 - PC, Xbox One)
 - Space Engineers: Sparks of the Future (2020 - PC, Xbox One)
 - Space Engineers: Frostbite (2020 - PC, Xbox One)
 - Hypatia (2018 - PC VR, Oculus Rift)
 - Modern Round - (2016 - Arcade)
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EXPERIENCE

UNREAL 5 TECHNICAL LEAD

Strange Scaffold 10/2022 - Current

Programmed core game systems, mechanics, and user interfaces for Unity and Unreal engines

Integrated Steamworks and Workshop support

Set up and maintained new project repositories for remote teams

Debugged & optimized core game systems for all major platforms

ENGINEERING LEAD

Aconite 11/2021 - 9/2022

Created playable prototypes to prove team's design concepts

Coded core game systems and mechanics for 2d games

Developed flexible dialogue system and user interface

Set up and maintained new project repositories for remote teams

TECHNICAL DESIGNER

Keen Software House 11/2019 - 7/2021

Scripted missions and dynamic events for DLC scenarios

Worked with engineers to develop scripting tool for UGC

Integrated new art assets and mechanics into mission packs

UNITY DEVELOPER

Broken Window Studios 3/2019 - 11/2019

Designed levels and mechanics for narrative adventure game

Utilized visual scripting to implement gameplay and dialogue

Optimized performance in levels using dynamic loading zones

DESIGN LEAD

Timefire VR 8/2015 - 2/2019

Designed levels and core gameplay for multiplayer VR game

Utilized Unreal Blueprints and C++ to develop game mechanics

Organized playtesting, staffed expo booths, and ran investor demos

Developed light-gun games in Unity for arcade restaurant concept

EDUCATION

ARIZONA STATE UNIVERSITY

2013 - 2015

Coursework in Art Studies

PHOENIX COLLEGE

2011 - 2013

Associates Degree in Graphic Design

CALIFORNIA STATE UNIVERSITY, FULLERTON

2005 - 2007

Coursework in Film Studies and Animation
