

Timothy Staton-Davis

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Objective:
Technical game designer
seeking a Co-Op
to develop fun, innovative,
and unique games.

Technical Game Designer

EDUCATION

Masters of Entertainment Technology est. 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

Programming skills (C++, C#, C#, HTML, Python), Unity 3D, Microsoft XNA, Photoshop
Feature & Interaction Design, Group collaboration, Communicating ideas/concepts

PROJECT EXPERIENCE

Professionalism Games, Simcoach Games Summer '15

Game Designer

- Interned with Simcoach to design 3 educational mobile games.
- Used Unity 3D to adjust game mechanics, difficulty, and test designs.
- Designed **Interview Action Game** for players to practice interview/behavior skills.
- Created dialogue, systems, and mechanics for Interview prep. **Time Management Game.**

Saving Hearts Game, ETC Spring '15

Game Designer/Producer

- Worked with AHN hospital to develop iPad app that educates patients with congestive heart failure.
- Game design lead for game experiences that test patient's knowledge after learning sections.
- Used Unity 3D to program game mechanics and test design concepts in gameplay environment.
- Combined learning and game design concepts to create a fun game that was also educational.
- Communicated with clients' healthcare team and managed project progress within scope using SCRUM.

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.

"Code Corrupt" Game, Howard University Aug. '13 - June '14

Producer/Programmer - Microsoft XNA SDK

- Dungeon based puzzle/action game to teach people students about programming concepts.
- Using C# and Visual Studio, created a User Interface that allowed players to solve in-game programming puzzles using code puzzle pieces.
- Organized play testing with students to tune gameplay and test learning.

OTHER EXPERIENCE

Microsoft Student Partner, Howard University Aug. '12 - June '12

- Promoted the newest Microsoft solutions and products on the Howard University campus.
- Hosted C# coding events and other entertainment events to demonstrate Microsoft products.

Tennis Coach, Charlotte, NC June '04 - June '10

- Coached students from the age of 5 to the age of 13 on how to play tennis and ways to improve their skills.
- Coordinated fun activities and tutoring sessions for participants.

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