

Tim Metcalf

CONTACT

Portfolio

www.timmetcalf.co.uk

Email

timothy.metcalf.uk@gmail.com

LinkedIn

www.linkedin.com/in/timmetcalf-

Phone no

07427404928

SKILLS

- Whiteboxing
- Prototyping
- Presentation
- Communication
- Design Documentation

TOOLS

- Unreal Engine
- Unity
- Adobe Creative Cloud
- Microsoft Office

GAME JAMS

- Global Game Jam x3
- University Game Jam x3
- GMTK Game Jam 2022
- Games Jobs Live Game Jam

PROFILE

Hi my name is Tim, I'm a game designer. My main skills are level design, technical design and production. I have experience in whiteboxing, prototyping and production pipelines. I am eager to learn and grow as a designer therefore, I regularly challenge myself to game jams.

RELEVANT EXPERIENCE

Level Designer Freelance

- Working on the Develop:Brighton award nominated 2D puzzle game.
- Designing puzzles and new mechanics for the game.
- Focusing on emphasising the narrative points through the puzzles and gameplay.
- Work experience at Neon Play a mobile games studio.
- Designing missions where the player would be given multiple options to achieve the objective.
- Working closely within a multidisciplinary team, using Scrum methods for project planning.

Producer / Game Designer

- Designing a DOOM-style FPS in Unreal Engine.
- Working as a level designer on the combat arenas, designing around continuous movement.
- Facilitated the game design of the core loop, chaired meetings and discussions.
- Lead a multi-disciplinary team, organizing the project through Gantt charts and Agile/Scrum methods using Trello.

Researcher / Assistant Lecturer

- Rapidly developed prototypes in the Unity and Unreal game engines.
- Supporting lectures in multiplayer and single player level design.
- Helping students solve design problems, brainstorm, and give technical advice.
- On the spot problem solving for students during workshops on the MSc Game Development course.

EDUCATION

1st Class Honours in Computer Games Design - University of Gloucestershire

Level 3 Diploma: Business Studies - Distinction*

Cisco CCNA 1: Intro to Networks - Pass

ACHIEVEMENTS

- Participated in five game jams solo and have been a site organiser for the Global Games Jam three times running.
- Re-edited the three Hobbit extended editions into one film, focusing the story more based on the book.
- Hiked 5 days across Hadrian's Wall on my expedition for Duke of Edinburgh Gold.