

Tim Metcalf

- timothy.metcalf.uk@gmail.com
- www.timmetcalf.co.uk
- www.linkedin.com/in/timmetcalf-

I’m a game designer specialised in level design, technical design and rapid prototyping. I have experience designing and implementing gameplay experiences using a variety of engines and tools.

Skilled in Unity and Unreal Engine alongside game design workflows, with hands on experience using Blueprints, and C#. Which allows me to be a conduit within a multidisciplinary team. Drawing on my experience of being a part of the game from begging to end.

I have experience problem solving in a variety of settings. I’m passionate about crafting technically proficient and rewarding player experiences on multiple platforms.

Achievements

Degree
University of Gloucestershire
BSc Computer Games Design
2019-2023, First Class Honours

IG50 Winner
Received an IG50 Award, highlighted as having high potential.

8 Game Jams
Participated in 5 game jams solo and 2 team jams

New Zealand
Successfully walked the 3,000 km Te Araroa trail across New Zealand over 172 days.

Hobbit Re-edit
Re-edited the Hobbit trilogy into one film, aligning the story more closely to the book.

Relevant Experience

Freelance Game Designer, Turnip Mountain

Remote | January - February 2024

- During a two month contract on Turnip Mountain, eventually to be released on Steam. I designed dynamic environments with themed obstacles such as jumps, hazards, and traversal challenges that rewarded player skill and exploration.
- Designed 7 puzzles and 2 new mechanics for the game, working closely with the sole developer to bring their vision to life.

Junior Game Designer, Neon Play

Remote | March 2023

- While studying I did a week of work experience with Neon Play. I designed and pitched multiple mission concepts for Marine Force: Heroes of War (500K+ downloads), focusing on balancing challenge and engagement.
- Worked within existing gameplay mechanics to create fun and intuitive level layouts, managing to create 15+ levels.
- Iterated on level ideas through feedback from the design team, showcasing adaptability and a collaborative design mindset.

Technical Researcher and Assistant Lecturer, University of Gloucestershire

Cheltenham, Gloucestershire | September 2021 – June 2022

- I used Unity and Unreal Engine to design and develop a range of bespoke games and interactive experiences for various clients, tailoring each project to specific objectives and audiences. My contributions spanned mechanics prototyping and level design, ensuring engaging and purposeful user experiences.
- Helped teach Unreal Engine and Houdini improving student’s abilities in scripting (Blueprints) and technical workflows. Assisted postgraduate and undergraduate students in Technical Art and Game Design modules, including one-on-one academic support and classroom assistance.



Marine Force:
Heroes of War



Turnip Mountain

Projects

KILL CRAB

- Steam released FPS, working within a multidisciplinary team. Collaborated closely with programmers and designers, often acting as a bridge across disciplines in order to ensure clear communication.

LEGO Star Wars Design Challenge

- Unreal Engine gameplay prototype, open world and boss design, self-directed challenge, including a design document, and analysis of original game mechanics to align with TT Games' design methodology.

Scorched Canyon

- Third-person action level in Unreal Engine based on a test brief, focusing on multi-route player choice, rapid whiteboxing for early playtesting.
- Achieving design goals through structured testing and analysis of data received from players to identify problems.

Current Employment

YouTube Video Editor

Remote | October 2025 - Present

Gaining 5 million total views from editing long-form content to viral short-form videos, creating attention grabbing hooks. Analysing viewer retention in order to craft better stories. Current client: Half-Asleep Chris