

Tim Metcalf

Game Designer

Contact

Portfolio

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Game Jams

- Global Game Jam 2023
- GMTK Game Jam 2022
- University Jam 2022
- Global Game Jam 2022
- Games Jobs Live Game Jam 2021
- University Jam 2021
- Global Game Jam 2020

Hard Skills

- Design Documentation
- Unreal Engine
- Unity
- Adobe CC
- 3DS Max

Profile

Hi, my name is Tim, I love the creative process that is involved in game design. I relish the opportunity to analyse and take things apart. I am a high-quality designer always seeking perfection in my work, I don't like leaving things half done. I love working with other creative people! My long-term plan is to lead my own team and create a culture and team dynamic where creative people can thrive.

Work Experience

Junior Game Designer / Neon Play (2023 March)

- Work experience at Neon Play a mobile games studio. Designing missions where the player would be given multiple options to achieve the objective. Designing around a player choice first methodology.
- Working closely with a multidisciplinary team using industry standard Scrum methods for project planning.

Project Lead / KILL CRAB (2023 Jan - July)

- Developing a DOOM-style FPS in Unreal Engine, I facilitated the game design of the core loop and worked as a level designer on the combat arenas.
- I managed a multi skilled team and organizing the project through industry standard planning, Gantt charts and Agile/Scrum methods.

Mentoring / Assistant Lecturer (2022 - 2023)

- Supporting lectures in multiplayer and single player level design. Helping students solve design problems, brainstorm, and gave technical advice.
- On the spot problem solving for students during Technical Art workshops in Houdini on the MSc Game Development at University of Gloucestershire.

Games Research Intern (2022 - 2023)

- Designing branching stories as a narrative designer for the Cybertrust: a charity teaching children to stay safe online.

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.