

Tim Metcalf

Level Designer

Contact

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Key Skills

- Unreal Engine
- Houdini
- 3DS Max
- Unity
- Adobe CC

Interests

- Fan of Level Design Lobby Podcast
- Lover of Sci Fi
- Absolutely love Game Jams can't resist them

Gloucestershire, Gloucester



Profile

Games Design research intern at the University of Gloucestershire. I specialize in level design. I am maintaining a first at university and regularly attend Game Jam competitions to sharpen my skills.

Education

University of Gloucestershire - Computer Games Design - 2019-Present

• Level Design

Created levels using Unreal Engine 4 ranging from multiplayer to story driven experiences.

• 3D Art

Modeled game ready assets using 3Ds Max, Houdini and Substance painter.

• Experimental Games Development

I was creative lead for a project. We developed a VR game in Unity, where the player must make tea or coffee for customers.

• Game Engine Scripting

Developed short first person level using basic scripting with C# in Unity.

Work Experience

Junior Technical Designer/Letters from '86

- Charity/passion based walking simulator project raising money for Ukraine
- Creating tools in Houdini and designing enviromental stroy telling

Mentoring/Assistant Lecturer

- Supporting Level/Area Design lectures in Unreal Engine 4 (2020-2021)
- Assisting Technical Art with Houdini and Unreal lectures, as part of the Masters game dev course
- Instructing students in the ways of Houdini and VAT pipelines (2022)

Games Research Intern

- Designing branching stories for SpeakOut app
- Working with Cybertrust an organization with the aim of teaching children to stay safe online (2022)

IT Schools Africa Local Charity

- Supporting local charity that refurbishes computers for schools in Africa
- I helped resolve technical issues (2016 - 2019)

Achievements

- Created a piece of 3D art everyday for 50 days straight
- Duke of Edinburgh Gold, Bronze
- Organized a business networking event for charity where over 40 companies attended

References

George Hulm / Lead Technical Artist
Contact: [linkedin.com/in/georgehulm/](https://www.linkedin.com/in/georgehulm/)

Will Masek / Programmer (Firesprite)
Contact: [linkedin.com/in/wmasek/](https://www.linkedin.com/in/wmasek/)