

Timothy Lindsey

Designer and Artist
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Work Experience



Level Design Director

World of Darkness for PC
December 2010 – Present

Responsible for the hiring, mentoring and management of the *World of Darkness* Level Design Team currently staffed at nine.

Manage all budgeting and scheduling concerning the *World of Darkness* Level Design team.

Coordinate multi-national teams with offices in the U.S. and the EU for the delivery of game systems and tools as the Designer and Product Owner.

Design company wide processes for world construction, asset integration, and game ready deployment.

Lead multi-discipline teams to design and deliver game-play prototypes and production pipelines.

Collaborate with Art Directors to create visual target scenes to guide the production of assets and worlds.

Lead Level Designer

April 2008 – December 2010

Responsible for the world design and environment specific interactions for *World of Darkness*.

Led technical teams that design the world assembly tool suite for both *World of Darkness* and *Eve Online: Incarna*.

Collaborated with the CCP Core technologies team to design and implement the lighting solutions, scene management solutions, and world streaming solutions for *World of Darkness* and *Eve Online: Incarna*.

Designed and constructed prototype levels for the analysis of game play features specific to movement, combat, navigation systems and performance.

Created the Level Design documentation and wiki used by CCP for training Level Designers.

Product Owner and Technical Artist

Eve Online: Apocrypha

November 2008 - March 2009

Led a team tasked with graphically upgrading all of the asteroid assets in *Eve Online* as the their Product Owner. Created demonstration HLSL shaders that were used as the basis for the final asteroid shaders.



Associate Professor: Level Design

September 2007 – December 2009: Evenings

Created the course structure and taught Level Design 1 and Level Design 2 studios.

Work Experience (continued)



Lead Environment Artist, Lead Level Designer

Global Agenda for PC using [UDK 3](#)

March 2006 - April 2008

Responsibilities included creation and management of the Environment Art and Level Design teams.

Design and construction of environments to meet combat, navigation and aesthetic goals.

Design of environment specific movement types and the process for deploying these features.

Worked with concept artists to design applicable moods, themes, level architecture and props.

Responsible for performance profiling and solutions.

Prototyping and implementation of server/client replicated assets for MMO game-play.

Kismet scripting and intro-camera animations.

Advanced material creation and particle systems for level goals and interact-able assets.



Senior Environment Artist, Level Designer

The Elder Scrolls IV: Oblivion for PC and Xbox 360

April 2003 – February 2006

Primary assignment was to create the *Oblivion Plains*. This series of levels consisted of 13 worlds that wove together dozens of interior and exterior levels with hundreds of creature encounters, traps, and puzzles.

Created a random dungeon system for the *Oblivion Plains*.

Responsibilities included modeling and textures of modular level assets, both architecture and props.

Design and creation of complete game levels including lighting and particle effects.

Responsible for environment asset animations, scripting, and Havok physics rigging.

Creature pathing and scripting using TES Script and TES AI.



Environment Artist and Level Designer

August 1997 – April 2003

My Street for PlayStation 2

Cool Boarders 2001 for PlayStation 2

Cool Boarders 2001 for PlayStation 2

Cool Boarders 4 for PlayStation

Cool Boarders 3 for PlayStation

Rally Cross 2 for PlayStation

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Skills (General Software)

Maya Unlimited v.3 – 2011
3D Studio Max v.5 – 8
Photoshop
Perforce (Administration)
Hansoft project management software

Education and Certification

Certified Product Owner and Scrum Master (Scrum Alliance)
Bachelors of Industrial Design
Auburn University, June 1996

References

Available upon request.

Skills (Game Tools)

Unreal Developers Kit 3
Gamebryo and the Bethesda tool set (TES Editor, GEK)
Havok and PhysX physics simulation tools
Geomerics: Enlighten real-time radiosity tools
Test Tracker Pro

Applicable Experience

Lecture: *The Art of Level Design*, SCAD, 2009
Lecture: *Lighting for Level Design*, AIA, 2007
Defeated both Emerald and Ruby Weapon