Tim Lindsey
Design, Art, and Code
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Work Experience

Blue Mammoth Games

Senior Developer

Two Unnanounced titles
September 2020 - September 2022: Unity and Unreal 4.25
I worked on two separate rapid prototyping teams exploring future concepts. In this role, I was responsible for prototype art, design, and gameplay programming in C#, C++, and Blueprint.

Xaviant

Partner September 2022 - present

Level Design, Game Design, Tech Art, Gameplay Code

Don't Die, Minerva! for PC and Xbox
October 2018 - March 2020: UDK 4.21
Don't Die, Minerva! Is a Roguelike dungeon crawler built by a team of six where I designed many of the systems, implemented them in native code, and then delivered them with an art pipeline utilizing a scripting interface for artists.
My role changed daily, and I moved seamlessly from technical implementation to VFX creation roles, level creation, and gameplay design roles.

Art Director and Level Designer

The Culling for PC and Xbox
March 2015 - Present: UDK 4.15
Responsible for coordinating and managing all art assets and artists on *The Culling* team.
Served as the team's sole Level Designer and implemented many of the interactable props and gameplay features within *The Culling*'s two competitive levels and two tutorial levels.
Later in the project cycle, I stepped in as a Technical Artist to assist in delivering *The Culling*'s front end, customization system, and store experience.

Design Director

Lichdom: Battlemage for PC
February 2012 - September 2014: CryEngine 3.4
Responsible for shepherding the vision of the Lichdom IP and delivering on the goals of the product as defined by the Executive level.
Hiring, management, mentoring, and scheduling of the design team.
I was also responsible for delivering all documentation, prototypes, and educational materials necessary to move swiftly into game production.
Design of multi-discipline world construction methodology to ensure rapid production with clear goals and ownership.
I built a play-test gated pipeline for multi-discipline teams that gated feature completion.

Work Experience (continued)

CCP Games

Level Design Director

World of Darkness and *Eve Online: Incarna* for PC
April 2008 – February 2012: CCP's "Jessica" Editor

Responsible for hiring, mentoring, and managing the *World of Darkness* Level Design Team.
Manage all budgeting and scheduling concerning the *World of Darkness* Level Design team.
Coordinate multi-national teams with U.S. and EU offices to deliver game systems and tools as the Designer and Product Owner.
I designed company-wide processes for world construction, asset integration, and game-ready deployment.
Implemented and managed outsourced environment art pipelines from the initial requirements stage to game integration.
Led technical teams that designed the world assembly tool suite, lighting solutions, scene management solutions, and world streaming solutions for both *World of Darkness* and *Eve Online: Incarna*.
I Designed and constructed prototype levels to analyze game-play features specific to movement, combat, navigation systems, and performance.

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 their Product Owner. Created demonstration HLSL shaders used as the basis for the final shaders.

Hi-Rez Studios

Lead Environment Artist, Lead Level Designer

Global Agenda for PC
March 2006 - April 2008: UDK 3
Responsibilities included creating and managing the Environment Art and Level Design teams.
Design and construct 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.
Prototyping and implementation of server/client replicated assets for MMO game-play.

Bethesda Softworks

Senior Environment Artist, Level Designer

The Elder Scrolls IV: Oblivion for PC and Xbox 360

April 2003 – February 2006

Creator of the *Oblivion Plains*, a series of levels consisting of 13 worlds that wove together dozens of interior and exterior levels with hundreds of creature encounters, traps, and puzzles.

Designed 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 combat encounters and world events using TES Script and TES AI.

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

Software(Art)

Photoshop

Maya

3D Studio

Blender

Software(Game and Code Tools)

Visual Studio

Perforce and SVN Administration

CryENGINE 3.4

Unity

Unreal Engine 4 & 5

Gamebryo and the Bethsoft tool set (TES Editor, GEK)

Havok, PhysX, and Chaos physics simulations

Software(Production)

Atlassian, Trello, Jira, and Confluence

Hansoft Agile Project Management

Test Tracker Pro

Education and Certification

Certified Product Owner and Scrum Master (Scrum Alliance)

Bachelor of Industrial Design

Auburn University, June 1996

References

Available upon request.

Idol Minds

Environment Artist

August 1997 – April 2003

My Street for PlayStation 2

Cool Boarders 2001 for PlayStation 2

Cool Boarders 2001 for PlayStation

Cool Boarders 4 for PlayStation

Cool Boarders 3 for PlayStation

Rally Cross 2 for PlayStation

Responsible for the design and construction of levels, including all modeling, texturing, collision, and performance profiling.

Teaching Experience

Auburn University

Visiting Instructor: Game Design

January 2012 -June 2012

Instructed a 300-level Industrial Design course that introduced the use of Unreal Engine as a tool for designing iOS games and user interfaces.

Art Institute of Atlanta

Associate Professor: Level Design

September 2007 – December 2009

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

Applicable Experience

Lecture: *Framework: Using a defined purpose, goal, and iteration structure to deliver quantifiable success.* SCAD, 2012

Lecture: *The Art of Level Design*, SCAD, 2009

Lecture: *Lighting for Level Design*, AIA, 2007