Tim Lindsey — *Design, Art, and Code*
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Professional Experience

Partner
Xaviant — *September 2022–Present*

- Collaborating on an unannounced UDK 5.4 title, delivering **level design**, **game systems development**, **technical art,** and **build management**.

Senior Developer
Blue Mammoth Games, A Ubisoft Studio — *September 2020–September 2022*

- Worked on two rapid prototyping teams, developing art, design, and gameplay programming using Unity and UDK 4.25.
- Delivered AI behaviors, combat, and navigation systems, plus created procedural dungeon generation tools.

Art Director and Level Designer
Xaviant (Don't Die, Minerva!): Xbox One & PC — *September 2019–September 2020*

- Assembled a small team where I implemented core systems, VFX pipelines, and gameplay design in UDK 4.21.

Xaviant (The Culling & The Culling 2): Xbox One & PC — *March 2015–September 2020*

- Managed **art pipelines**, designed competitive and tutorial levels, and implemented multiplayer features.
- Delivered front-end customization systems, live multiplayer events, and store functionality using UDK 4.15 and C++.

Design Director
Xaviant (Lichdom: Battlemage): Xbox One, PC, and PlayStation 4 — *February 2012–September 2014*

- Directed **multidisciplinary design pipelines**, established scalable production methodologies, and mentored design teams.
- Developed play-test gated workflows and created educational materials for efficient production using CryEngine 3.4.

Level Design Director
CCP Games — *April 2008–February 2012*

- Led **World of Darkness** and **Eve Online: Incarna** teams, managing multinational collaboration and delivering innovative tools for multiplayer game systems, world construction, and advanced lighting techniques.
- Designed prototype levels and created tools for world streaming and scene management.
- Led tightly coordinated concept art and world art teams, delivering rapid art prototypes in CCP's custom engine.

Lead Environment Artist and Level Designer
Hi-Rez Studios (Global Agenda): — *March 2006–April 2008*

- Directed **environment art** and **level design** teams, creating highly detailed multiplayer environments in a SpyFi MMO using UDK 4.

Senior Environment Artist and Level Designer
Bethesda Softworks (The Elder Scrolls IV: Oblivion): Xbox 360, PC, & PlayStation 3 — *April 2003–February 2006*

- Created the **Oblivion Plains**, a 13-world interconnected level design featuring procedural dungeons, traps, and AI encounters.
- Responsible for modular asset creation, Havok physics rigging, and TES scripting.

Environment Artist
Idol Minds — *August 1997–April 2003*

- Designed and constructed environment levels for PlayStation and PlayStation 2 titles, including **Cool Boarders 3, 4, 2001,** and **Rally Cross 2**.

Teaching Experience

Associate Professor: Game Design
Gwinnett Technical College — *August 2023–Present*

- Instruct **Introduction to Game Physics** and **Advanced Game Physics**, utilizing Unity and Blender to teach practical, physics-based gameplay development. Instruction blends game production methods with the delivery of immersive physics-based gameplay.

Visiting Instructor: Game Design
Auburn University — *January 2012–June 2012*

- Taught a 300-level **Industrial Design course**, introducing students to UE 4 as a tool for creating iOS games and user interfaces. Instruction focused on using Unreal Engine and software development methods for non-gamers developing simple 3D experiences.

Associate Professor: Level Design
Art Institute of Atlanta — *September 2007–December 2009*

- Designed and instructed Level Design 1 and Level Design 2 curricula, developing students' understanding of design principles while building portfolio-ready levels with demonstrable gameplay.

Guest Lecturer

- **SCAD (2024)**: SCAD Atlanta Professional Mentor, *Designing Joy: A 25+ Year Journey Through Games.*
- **SCAD (2012)**: *Framework: Using a Defined Purpose, Goal, and Iteration Structure to Deliver Quantifiable Success*.
- **SCAD (2009)**: *The Art of Level Design*.

Core Competencies

- **Game Development**: Unreal Engine 3 - 5, Unity, CryEngine, TES Editor.
- **Art**: Photoshop, Premier, Maya, Blender, 3D Studio Max.
- **Programming**: C++, C#, Visual Studio, Rider.
- **Source**: Perforce and SVN administration.
- **Team Management**: Trello, Jira, Confluence, Hansoft.

Education and Certifications

- **Bachelor of Industrial Design**, Auburn University, June 1996.
- Certified Scrum Master and Product Owner, Scrum Alliance.

References are available upon request.