

Timothy J. Plough

SOFTWARE DEVELOPER

CONTACT SUMMARY

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Young Designer and Programmer in games and other projects who wants to go out there and gain the experience and skills to work on your projects and show I am worth it to be on your teams.

SKILL EXPERIENCE

Engine: Unity | Unreal

Languages: C++ | Java |

EDUCATION

EASTERN KENTUCKY UNIVERSITY

Computer Science | C++ | Java |

Game Developer | Design |

Projects

RoadSide Reverie

Unity | Infinite Runner/Platformer

Developed a side scrolling infinite running style game where the protagonist looks out a car window watching their imaginary character running along nearby buildings, powerlines, and automobiles this was a project for a school project and was left in a incomplete state in the end of December of 2024 my involvement was camera and level generation.

EKU VR_Lab

Unity | Educational/Simulator

Developed a simulator and educational type of game meant to be used by education facilities to replace a shop lab that was decommissioned in by the board of Eastern Kentucky University in 2024 I left the project in the end of December 2024 where most of my involvement was the connectivity and server for the project.

Pizza Order System

Server | Site/Backend System

Developed a basic Order SYstem for a fictional Pizza Chain using a combination of making a website with C# and using a backend list system combining experience in front and backend development basics.

SpellBlade Fate

Unreal | Action/Platformer

Developed an action platforming game in 4 months as a major final project meant to increase skills in areas that I had lacked or left untouched such as the Unreal Engine and its multiple features. The game was left in its final state December 2024 working on all facets of it but art.

Penultimate Phantasm

Unreal | RPG

Developed a passion project RPG based on many of my favorite RPG games through many years of playing those kind of games continuing to learn more about the Unreal Engine and gaining greater understanding of game coding though post university experience working on everything but art myself.