

Timothy Poon

writer for hire

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I'm a critic, a journalist, and a screenplay writer. Years and years ago, people liked reading what I put into my AOL Instant Messenger profile and I never stopped. I, like the rest of the world, quickly outgrew that little box and, well, here we are.

There's an elegance to a finely hewn sentence. It's compact and potent like an unregulated Jelly Belly flavor. I strive for that.

Writing Experience

The Daily Toreador

Technology Editor

August 2008–May 2010

Staff technology, new media, and video game expert

Wrote weekly articles on new web apps and technologies, gadgets, and industry news

Started and ran the DT Level Up podcast

First technology article and first opinions article to ever make The Daily Toreador front page

Platform Nation

Features Editor

February 2010–Present

Wrote and edited features for one of the largest online video game communities

Reviewed on movies, games, and gadgets

Wrote up industry news and preview events

Freelance Writing

Features and Previews

January 2011–Present

Hands-on with the new Doom: The detail of Doom 3, the speed of Doom 2 - Ars Technica (July 24, 2015)

Covered the first hands-on demo for the *Doom* reboot multiplayer at QuakeCon 2015

Xbox One vs. PS4: The Ultimate Buyer's Guide - Game Front (August 29, 2013)

Researched and wrote a comparison about the features, specs, and games of the two consoles

The Most Popular PC at QuakeCon Belonged to This Guy - Kotaku (August 5, 2013)

News report from QuakeCon about a guy who left Post-Its too close to his computer and came back to shenanigans

MetaWars3 Review - Touch Arcade (August 16, 2013)

Review for a third-person mech action game called MetalWars 3

Downhill Supreme Review - Touch Arcade (June 12, 2013)

Review for a game called *Downhill Supreme*, which is all about going downhill on a mountain bike super fast

1968 Review - Touch Arcade (June 2, 2013)

Review for the mobile puzzle platformer *1968*, an iOS game about a car that lands on the Moon and collects cheese

An Interactive Arrangement: The Strengths and Weaknesses of Video Game Storytelling - Save The Cat! (November 16, 2012)

An examination of where recent popular games succeed and fail when set against a traditional story beat sheet

A Night of Deadly Improv in Dishonored - Kotaku (August 6, 2012)

QuakeCon 2012 preview of *Dishonored*

The New Rise of the Triad Already Has the Best Bugs (And Some Good Improvements) - Kotaku (August 6, 2012)

QuakeCon 2012 preview of the reveal event for *Rise of the Triad*

Is It Still a Game If You Don't Play It? - The Escapist (May 13, 2012)

Feature on how the Ship of Theseus might apply to video games and *Asura's Wrath* in general

[How to Fix Pro Gaming: Forget TV and Change the Commentary](#) - Kotaku (January 6, 2012)

A discussion with several e-sports team coaches, managers, and owners on how to improve professional gaming

[The Hardcore Gaming Myth](#) - Kotaku (September 23, 2011)

An exploration on what the definitions of gaming boundaries are to different people

Education

Texas Tech University

2010

English and Journalism

Summa Cum Laude, Honors College, College of Engineering Honors, Dean's List, President's List, Honor Merit, President's Award

You Should Also Know

Dodgeball

My team [Adrenaline Rush](#) has been competing since 2008

In 2009, we placed 2nd in the [National Dodgeball League's](#) World Championships

In 2014, we placed 3rd in the [Elite Dodgeball Invitational's](#) Championship Series

Played professionally for two years for the Austin Matadors for the NDL

Salsa

I make a wicked salsa