

Timothy Bilodeau

Kelowna, BC | 250-921-5431

Skills Summary

Game QA & Development: Proficient in Unity with hands-on experience testing and debugging gameplay systems, mechanics, and UI prototypes.

Bug Reporting & Documentation: Analytical mind. Skilled at identifying, reproducing, and documenting software issues. Provides in-depth feedback as well as constructive solutions.

Technical Troubleshooting: Strong background in PC/NAS builds, hardware installation, and diagnosing performance issues.

Software & Tools: Unity, Google Docs/Teams, Git, Windows/Linux systems, mobile platforms, basic familiarity with version control tools.

Collaboration & Communication: Effective at working with teams, sharing clear feedback, and following precise procedures.

Game Development & Technical Projects

Personal IP (Unity, ongoing): Designed and tested gameplay systems (AI, rope physics, UI prototypes). Conducted iterative playtesting to ensure stability, balance, and usability.

Professional Experience

Sales Associate & Merchandiser | Dollar Tree, Kelowna | May 2024 – Oct 2024

- Maintained accuracy and attention to detail in daily operations.

Sales Associate & Product Assembler | Big Box Outlet Store, Kelowna | Oct 2022 – June 2024

- Assembled and staged products for sale; assisted with shipping preparation.

Customer Service Attendant (GSA) | Petro-Canada, Kelowna | Jan 2021 – May 2022

- Delivered high-quality service in fast-paced environment.

Product Assembler | Toys 'R' Us, Kelowna | Dec 2020

Full-Service Attendant | Outlook Esso | July 2019 – May 2020

Meat Product Processing & Packaging | Outlook Locker Plant | 2017-2019

Satellite Internet Installer Assistant | Thorstad Computer – Outlook | 2016

Education

Video Game Animation Associate

Toronto Film School at Yorkville University | Diploma Awarded 2021

High School Diploma

Heritage Christian School, Kelowna, BC | Class of 2014