Austin, TX
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Timothy Kozdemba
Game Designer

Design Skills

- Level building, gray boxing and asset implementation.
- C# scripting.
- Systems design.
- Play testing and bug reporting.
- Documentation both professional and creative focused.

Programs

- Unity
- 3D Studio Max
- Adobe Photoshop
- Microsoft Office
- Visual Studio

Project Experience

Looking for George (Mobile), Designer
- Scripted character movement and combat mechanics using ray casting.
- Designed and built the game's primary levels, also integrated original assets to design player paths and unique game play.
- Thoroughly tested the flow of the game from beginning to end fixing found issues and reporting game breaking bugs.

Education

Bachelor of Business Administration, Management, 2010, Texas State University, McCoy College of Business, San Marcos, TX

Associates of Applied Sciences, Game Design Specialization, 2018, Austin Community College District, Creative Design Technologies, Austin, TX