

# Timothy J. Kozdemba

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## Education

Associate in Applied Science, Creative Design Technologies/Game Development, 2018, Austin Community College, Austin, TX

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

## Design Tools and Programming Skills

- Level building, gray boxing and asset implementation.
- C# scripting.
- Systems design.
- Play testing and bug reporting.
- Documentation both professional and creative focused.
- Unity
- 3D Studio Max
- Adobe Photoshop
- Microsoft Office
- Visual Studio

## Project Design Examples

### Looking for George (Mobile), Designer

- Integrated team contributions into a working prototype.
- Conducted design reviews and development sprints.
- Presented and demonstrated final team project.
- Scripted character movement and combat mechanics using ray casting.
- Designed and built the game's primary levels.
- Integrated original assets to design layer paths and unique game play.
- Thoroughly tested game flow and logic from beginning to end.
- Debugged and fixed implementation issues and game breaking bugs.