



TWWC

TIMOTHY WINSTON WALKER CASE

WRITER / DESIGNER | TIMCASE.INFO

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OBJECTIVE

A passionate and skilled professional in the Games Industry with expertise in game development, creative writing, and a strong technical background. Seeking opportunities to contribute to innovative game projects and utilize my skills in Game and Narrative Design, Programming, and Quality Assurance.

EXPERIENCE

FQA TESTER • EIDOS/SQUARE ENIX • 2020-2022

- Conducted LiveOps testing for AAA game titles, ensuring quality and performance.
- Collaborated with development teams to provide detailed bug report
- Participated in the release and post-launch support of major game titles.

FQA TESTER • POLE TO WIN • MONTREAL • 2020

- Executed test cases, identified and documented bugs, and verified bug fixes.
- Assisted in maintaining project schedules and meeting quality standards.

SKILLS

- Game Development: Proficient in Unity Engine and game development workflows.
- Programming: C# (intermediate), JavaScript (beginner)
- Art and Animation: Knowledge of 2D/3D art creation, character modeling, and animation using 3ds Max.
- Quality Assurance: Extensive experience in FQA testing on various platforms and titles.
- Communication and Collaboration: Excellent interpersonal skills, adept at working in cross-functional teams.

EDUCATION

BACHELOR OF ARTS, CREATIVE WRITING

- CONCORDIA UNIVERSITY • MONTREAL, 2017

A.E.C. IN GAME DESIGN AND DEVELOPMENT

- DAWSON COLLEGE • MONTREAL, 2020

Projects:

[Space Gnome](#)

- Space Gnome is an immersive and fast-paced arcade experience where players control a gnome falling through space while avoiding obstacles and collecting power-ups.
- Designed, programmed, and created all art assets for an Infinite Falling Arcade game.

The Music Box

- The Music Box is an enchanting action-adventure game that follows the journey of a man transformed into a girl's doll by a wicked witch. Players must help the protagonist uncover the secret of a magical music box to break the spell and regain their human form.
- Programmed music synchronization system and interactive sound design elements.
- Created all art assets, level design, and assisted with animation and programming.

Creative Writing Portfolio:

- "Honeymoon" - A captivating short story of love, adventure, and unexpected discoveries.
- "[An Eggshell Breaking from Within](#)" - A collection of thought-provoking and emotionally rich poems exploring the human condition.
- "[An Alternate History of the Vikings: A Case Study in the Diverse Value of Games Studies](#)"
 - An exploration of the significance of studying games as an academic discipline.
 - For a more in-depth look at my creative writing portfolio, please visit timothycase.net.

Additional Skills:

- Proficient in Adobe Photoshop, Autodesk 3ds Max, and Microsoft Office Suite.
- Strong problem-solving and critical-thinking abilities.
- Passionate about gaming, with knowledge of current industry trends.

References available on request.