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| TWWC |  | **TIMOTHY WINSTON WALKER CASE**writer / designer | timcase.info[tim@timcase.info](mailto:tim@timcase.info)514.572.3307 | | |  |
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| Objective |  | Experience | | | |
| 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. |  | 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 reports and feedback. * 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 | | |  | Education | | | |
| * 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. | | |  | Bachelor of Arts, Creative Writing• Concordia University • montreal, 2017A.E.C. in Game Design AND DEVELOPMENT• Dawson College • Montreal, 2020 | | |

Projects:

[Space Gnome](https://spacegnome.itch.io/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](https://timothycase.files.wordpress.com/2016/06/eggshell-2014.pdf)" - 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](https://gamesandaslit2016.wordpress.com/2016/05/31/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.*