


Objective: Get game industry experience by diving in.

Software Skill

<ul style="list-style-type: none"> ▪ Collaboration and Productivity: <ul style="list-style-type: none"> ▪ Office ▪ Perforce ▪ Github ▪ Trello, Slack ▪ Skype, Discord, Hangouts ▪ Google Drive, OneDrive, DropBox 	<ul style="list-style-type: none"> ▪ Engine: <ul style="list-style-type: none"> ▪ Unreal Engine ▪ Unity Engine ▪ Graphical: <ul style="list-style-type: none"> ▪ Maya 2017 ▪ Photoshop, Paint.NET ▪ Environments: <ul style="list-style-type: none"> ▪ Visual Studio ▪ Code::Blocks ▪ Notepad++ 	<ul style="list-style-type: none"> ▪ Programming <ul style="list-style-type: none"> ▪ C++ ▪ C# ▪ Some experience with <ul style="list-style-type: none"> ▪ Audio Editing ▪ Video Editing ▪ Social Media ▪ HTML / CSS ▪ PHP ▪ Networking
---	--	---

Professional Experience

<u>Timm's Tech and Phone Fixes, LLC</u> Business Owner	Officially opened Jan. 2017 My own electronic repair business for income and experience Contracted by Rare Drops for repairs on video game systems Also owns Key Virtual, a tiny virtual reality arcade.	Huntington, WV 
<u>FixMyPhone MD</u> Cell Phone Technician	Summer 2016 Fixed Android and iOS phones and tablets Opened, closed, organized repair tickets Customer service and multi-tasking Opened and closed, trained new hires, cleaned, counted cash	Frederick, MD
<u>Rare Drops</u> Intern	Spring 2016 Retail customer service, pricing, negotiating trades Testing, repair, and stocking of merchandise Helped run video game tournaments and events	Huntington, WV
<u>e-End USA</u> IT and De-Manufacturing	Summer 2014-2016 De-manufacturing: disassembling electronics to basic components then properly sorting and allocating those components Tested, cleaned, refurbished PC's and other devices in IT	Frederick, MD

Education: Marshall University

Undergraduate GPA: 3.88 Junior	B.S. in Computer and Information Technology Game Development Concentration Planned Graduation: May. 2019
--------------------------------------	---

Published Mod

- **Age of Empires: Age of The Ring**
 - 1000+ downloads
 - Over 2.5 years of development, including a port to UPatch (an unofficial update)
 - Modifies art, music, in-game text, map generation and more
 - Balanced new factions, units and technologies

Miscellaneous

- Experience leading student game development teams & training new employees
- Marshall University Game Design Guild President
- Spoke at the WV Game Developers Expo about Virtual Reality

Check out my Game Design Portfolio at <http://sonictimm.com/>