

Timothy Andrew Colwill
BSc. (Games Technology)

040 992 5558 (all hours) or 08 9459 4257 (after hours)

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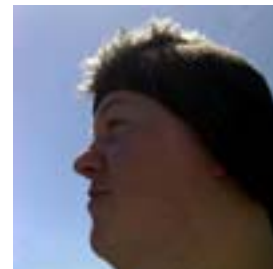
Online at <http://portfolio.timtekindustries.com>

I just want to make a game where the player can tell *me* a story. And I want them to have fun while they're doing it. Then I want them to tell their friends about it, and then I want them to do it again, but this time, together.

Is that so much to ask?

I think it's worth a shot.

the mission



CURRENT POSITION (August 2007)

Acting Project Manager / IT Officer

MurdochLINK

Commercial Consulting Arm, Murdoch University

SKILLSET

skillset

Advanced

2D art in a variety of styles
Game and level design mechanics and philosophies
3D modeling and texturing
Blender 3D modeling package
Adobe Photoshop CS
Microsoft Office Suite
HTML, CSS and general webdesign
Creative writing
Technical writing

Intermediate

3DS Max modeling package
2D and 3D animation, skeletal and keyframed
C++ and 3D graphics programming
Scripting in Torque and Lua
PHP and Javascript
CMS and Database Management
Torque 3D Game Engine art and scripting pipeline

Other

Project and milestone management
Consultancy and commercial management and issues
Contract and legal negotiations
Financial controls and tax issues

Miscellaneous

Teamwork oriented
55 WPM typing speed
Self-sufficient and highly organized
Obsessive spellchecker
Able to work flexible hours
Possesses own transport (C Class License)

accreditations

BSc. Games Technology (*Murdoch University, 2003-2006*)
IZ Nullarbor Games Development Competition (*3rd place, 2007*)
Honeywell Industrial Information Technology Prize (*2007*)
WA Industry-Selected Games Design & Programming Prize (*2004*)
Top Student in Art (*1999, 2000, 2001, 2002*)
Top Student in Information Systems (*1999, 2000, 2001*)
Top Student in English (*2002*)
AussieHost Customer Service Training Course (*2004*)

GAMES DEVELOPMENT EXPERIENCE

Crystal Wars (2006/7)

*Winner of the Honeywell Industrial Information Technology Prize
Graduation-year Games Project for the Games Technology degree at Murdoch*

Position: Game Designer, Lead Artist, Concept Artist, Technical Artist

Responsibilities: Game design, skill tree design, world design, interface design, character design, concept art, character and world modeling, texture creation, animation, Torque Engine integration of art assets, skill scripting, modeling and animation tutorials for fellow team members, instruction manual

Supervisors: David Bennett, Shri Rai (see references section)

Trailer: http://portfolio.timtekindustries.com/media/cw_trailer.avi

More info: <http://portfolio.timtekindustries.com/crystalwars.php>
Design document available upon request

Website: <http://www.crystalwars.com/>

Adrenaline (2007)

Third place winner for the Nullabor Games Contest at GO3 2007

Position: 3D Artist, Project and Design Consultant

Responsibilities: Character modeling, minor game design

Group: Game Pride! (<http://game.pride.id.au>)

More info: <http://portfolio.timtekindustries.com/adrenaline.php>

Groundup (2005)

Position: Game Designer, 3D Artist, AI Programmer

Responsibilities: Game design, world design, vehicle design, terrain and object modeling, vehicle modeling, creation of scratch-built AI flocking and player-avoidance system

Supervisor: Shri Rai (see references section)

More info: Not available at this time.

games
development
experience

GAMES DEVELOPMENT EXPERIENCE (CONT'D)

Generic Tank Wars (2005)

Position: Game Designer, 3D Artist

Responsibilities: Game design, world design, vehicle design, terrain and object modeling, vehicle design and modeling, interface design, instruction manual

Supervisor: David Bennett (see references section)

More info: <http://portfolio.timtekindustries.com/gtw.php>

Download: http://portfolio.timtekindustries.com/downloads/gtw_full.zip

Pissweak (2005)

Position: Game Designer, 3D Artist

Responsibilities: Game design, character design and modeling, world design and modeling, level design, instruction manual

Supervisor: Kevin Wong (k.wong@murdoch.edu.au)

More info: <http://portfolio.timtekindustries.com/pissweak.php>

Download: http://portfolio.timtekindustries.com/downloads/pissweak_full.msi

BLAT (2004)

Winner of the WA Industry-Selected Games Design and Programming Prize

Position: Game Designer, 3D Artist

Responsibilities: Game design, character design and modeling, level design and modeling, instruction manual

Supervisor: Shri Rai (see references section)

More info: <http://portfolio.timtekindustries.com/blat.php>

Download: <http://portfolio.timtekindustries.com/downloads/BLAT.zip>

games
development
experience

REFERENCES AND WORK HISTORY

references

David Bennett
Murdoch University Lecturer
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Shri Rai
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Richard McCulloch
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Elizabeth Liu
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Howard Carr
Investment Manager, MWEP (former.)
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Email: howardwcarr@gmail.com

work history

MurdochLINK/Murdoch Westscheme Enterprise Partnership

December 2005 - Present Day

Position: Acting Projects Manager/IT Officer

Responsibilities: Project management, milestone tracking, contract negotiations, consultancy advice. Design, development and management of multiple websites, graphic design, data entry, financial services, record keeping, IT support.

Coles Express (Shell) Service Stations

October 2004 – December 2005

Tonitalia Pizza Bar, Forest Lakes

January 2004 – October 2004

Gatehouse at Araluen Botanic Park

June 2003 – October 2004

ABOUT ME

I read, I write, I draw, until way too early in the mornings. I build and paint little figurines, and I play them against my friends, rolling huge handfuls of dice and cackling maniacally. Sometimes I roll other dice - ones with more sides, as my friends and I adventure through a magical fantasy world where only our imagination and however little sleep we had last night holds the key to our survival.

Other times, I sit for hours in front of the computer, talking about these things I do, moderating more online communities than any sane man should and getting into heated discussions about what exactly defines the line between competitive and aggressive in *Super Smash Bros. Melee*.

I keep an online journal at <http://www.timtekindustries.com/>, as well as a regularly updated webcomic at <http://refried.timtekindustries.com/>.

I also keep a Livejournal for use as a sketchbook, which can be seen at <http://timtek.livejournal.com/>.

hobbies