

Timothy Sandburg

Level Designer

2024 Dolphin Boulevard South
Saint Petersburg, FL 33707

(555-555-5555)
Tim.Sandburg@email.com
<https://timothysandburg.crevado.com/work>

Summary

- Level designer specializing in striking levels with branching paths.
- Design levels based on the creative vision that support and improve the core mechanics.
- Experienced in creating concise documentation and level maps.
- Provide clear communication as a member of a team

Technical Skills

Unity
C#
ProBuilder

Unreal
Blueprint
Lighting

JavaScript
White boxing
Level Design Documentation

Employment

Equipment Manager, Jim's Dive Shop
<http://jimsdiveshop.com/>

2012 – 2014

- Operation of filtration devices.
- Worked as member of a team.
- Trained others on inspection process of tanks.

Game Development

- *The Pale Dot* (Breakfast Studios, PC, 2019; Itch), Level Designer
- *Vagabonds* (Outlaw Productions, Physical, 2018), Game Designer (Mechanics and Balance)
- *Anthem* (EA, 2018), Playtesting
- *Star Citizen* (Roberts Space Industries, 2016), Playtesting
- *Tom Clancy's: The Division* (EA, 2016), Playtesting
- *Star Wars Battlefront* (EA, 2015), Playtesting
- *Tom Clancy's: Rainbow Six Siege* (Ubisoft, 2015), Playtesting
- *Block N Load* (Jagex, 2015), Playtesting
- *Heroes of the Storm* (Blizzard, 2015), Playtesting
- *Evolve* (EA, 2014), Playtesting
- *Titian Fall* (EA, 2014), Playtesting
- *Smite* (Hi-Rez Studios, 2013), Playtesting
- *Hearthstone* (Blizzard, 2013), Playtesting

Education

BA, 2020: Digital Media – Game Design, University of Central Florida