

# TIM DODDS

## Game Programmer



Sydney, Australia



timothy.dodds@outlook.com



www.mrfossy.com

## EDUCATION

### AdvDip of Professional Game Development (Programming)

Academy of Interactive Entertainment

Sydney, Australia 2020 – 2021

### BA (Honours) in Communications (Media Arts and Production)

University of Technology

Sydney, Australia 2005 – 2008

## SOFTWARE

### Focus

Unity, Microsoft Visual Studio (C#, C++),  
Perforce, Sourcetree, Git, Cockos Reaper,  
Izotope RX8, Ableton Live

### Knowledgeable

OpenGL, FMOD, Blender, Max/MSP,  
Aseprite, Apple Logic Pro, Affinity Photo,  
Affinity Publisher, Adobe Photoshop



## PROJECTS

Magical Spell Masters

SEP 2021 - DEC 2021

3D strategy-adventure game developed over 15 weeks with six team members

### Programmer, Gameplay Designer, Sound Designer, Music Composer

- Designing and implementing gameplay systems in Unity C#
- Building animation state machines and implementing in game
- Leading team stand-ups and documenting progress using project-management tools
- Planning and specifying technical systems and requirements
- Writing and maintaining technical design documentation
- Using data structures to optimise game systems (e.g. audio loading and playback, word dictionary)
- Pitching initial game design and prototype to teachers and peers
- Establishing standards within team for project organisation and asset pipeline
- Designing sound effects, composing music, and directing external audio producers; implementing audio in game
- Creating and animating UI elements

## WORK EXPERIENCE

Freelance – Sydney, Australia

NOV 2019 - PRESENT

### Audio Producer, Sound Designer, Music Composer

- Composing music for apps, videos, and educational programmes
- Generalist audio production, project management and consultancy
- Cleaning up, optimising and polishing raw production audio

EF Education First – Shanghai, China

JUN 2018 - NOV 2019

### Senior Producer

- Oversaw all aspects of audio pre-production, production, and post-production (voiceover, foley, music, mixing/mastering)
- Composed and arranged songs and music for EF's classrooms and apps
- Designed sound effects for a range of digital experiences (apps, videos, retail installations, AR/VR, smart devices)
- Developed concepts for new products and interactive prototypes
- Managed external creative partners (talent hunting, contract negotiation, creative direction, setting milestones, production check-ins)
- Taught junior producers tools and processes for audio production

EF Education First – Shanghai, China

JAN 2015 - JUN 2018

### Multimedia Producer

- Created audio and video content across a range of learning products
- Established and maintained internal production guidelines
- Copyedited and proofread content (scripts, print documents, web copy)

References available upon request