

Tim Colwill

BSc. (Games Technology)

PH: 040 992 5558 (all hours)

Online portfolio available at
<http://www.timcolwill.com/>

DOB: 16/04/1985
By email: tim@timcolwill.com

Information current as of June 2009

skillset

Primary

Graphic design and illustration
Adobe Photoshop and Illustrator CS
HTML, CSS, PHP, JS and general webdesign and development
Game and level design mechanics and philosophies
Creative writing
Technical writing
Experience in senior roles, managing other staff
Experienced working as part of a focused team, as well as alone without supervision
Microsoft Office Suite
Years of delivering customer service in intensive environments, both on-floor and at point of sale

Other

C++ and 3D graphics programming
Scripting in Torque and Lua
Torque 3D Game Engine art and scripting pipeline
Project and milestone management
Consultancy and commercial management and issues
Contract and legal negotiations
Financial controls and tax issues

Miscellaneous

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

accreditations

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

hobbies

Cartooning and illustrating
PC and console gaming, card and board gaming
Creative writing
Sleeping, eating, and enjoying life

Interzone Games Pty Ltd

January 2008 – May 2009

Position: World Designer, GUI Developer, Web Developer

Responsibilities:

1. Work on the development of Interzone's first title, Interzone Futebol
2. Design, prototype and develop new player environments
3. Assess player behaviours inside created environments and make appropriate changes
4. Update and maintain existing levels, assets and environments
5. Develop signature icon style for moves, abilities and achievements
6. Design, prototype and develop the Interzone Entertainment, Interzone Futebol and Interzone Studio web sites

MurdochLINK/Murdoch Westscheme Enterprise Partnership

December 2005 – December 2007

Position: Projects Manager, IT Officer

Responsibilities:

1. Project management of commercial consultancy engagements
2. Milestone setting and tracking
3. Contract negotiations and legal issues
4. Commercial consultancy advice to academics and businesses
5. Design, development and management of multiple websites
6. Graphic design of flyers, letterheads, pamphlets and brochures
7. Data entry and record keeping
8. Financial management, invoicing, funds disbursement
9. IT support and network administration

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

work history

further
reading

<http://www.timcolwill.com/>

<http://www.notsounwashed.com/>

<http://www.linkedin.com/in/timcolwill>

references

Dan Eichling

Lead Producer, Interzone Games

Tel (mobile): 0400 886 638

Email: dan.eichling@interzonegames.com

Nick Lowe

Former Vice President, Interzone Games (2008 - 2009)

Tel (mobile): 0400 232 191

Email: nick@onetwenty.org

Richard McCulloch

General Manager, MurdochLINK

Tel (work): 08 9360 7566

Email: r.mcculloch@murdoch.edu.au

Suelynn Hoh

Projects Coordinator, MurdochLINK

Tel (work): 08 9360 6941

Email: s.hoh@murdoch.edu.au

testimony

"Tim is an exceptional individual who is truly an asset to any workplace. In my time at Interzone, I saw him come in at first as a Web Designer. Due to a number of circumstances, he was regularly required to generate 'AAA' Level corporate or task-specific websites for our company in a very short period of time. I know I speak for the majority of our company when I say that the work he did in these endeavours elevated our company's online presence to the level we felt was reflective of the high quality of our product - his web skills and art skills are exceptional. Later on, Tim joined the World Design team at Interzone, and I think everyone was really impressed with his ability to transfer his skills to that discipline seamlessly, and with such impressive results. On top of all of this, Tim is actually a gifted and entertaining writer, a very funny guy whose mere presence elevates the morale of those working with and around him. It was a pleasure to work with him, and I highly recommend him, and look forward to watching his career trajectory in the future."

- **Alex Ringis**, *Sound Designer at Interzone Games*

"Tim is a great guy to work with, always pushing to develop his skills, his great sense of humour is a big reason the GUI team was such a closely knit team. Tim approaches his work with a great deal of quality, a high level of initiative and his deep passion serves him well and will continue to do so far into the future, which I believe is very bright for Tim."

- **Darren Yeow**, *Art Director at Interzone Games*

*Testimony taken verbatim from <http://www.linkedin.com/in/timcolwill>
Visit for more recommendations.*