

WILL TINOCO

(206) 795-0120 • william.tinoco1991@gmail.com • www.will-tinoco.com

SUMMARY OF SKILLS

Design: Game Design, Level Design, Rapid Prototyping, Tabletop Game Design and Production, C# Scripting (Unity)

Audio: Music Composition, MIDI, Sound Design, Audio Mixing

3D Modeling: Modeling, Rigging, UV Unwrapping, Texturing, Animation

Software: Blender, Unity, FL Studio, Adobe Substance 3D Painter, Adobe Photoshop, MS Office

Game Engines: Unity (C#), Valve Source Engine (*proprietary editing software*)

Soft Skills: Teambuilding, Leadership, Customer Service, Time Management, Software Testing, Bug Reproduction

EXPERIENCE

Team Fortress 2 Steam Workshop content creation, 2012 – Present

- Model, texture, and rig 3D models for consideration for official use in *Team Fortress 2* using Blender for modeling and Adobe Substance 3D Painter for texturing; work within strict polygon-count limitations and texture-resolution limitations while also adhering to the visual style of *Team Fortress 2*

Game Developer, Clockwork Anomaly, LLC, 1/2016 – present

- **Colton's Runaway Rails**, 9/2018 – 12/2022; released on Google Play Store 5/2022; resumed development 12/2024 – Present
 - Utilized Unity, FMOD Studio, and Blender to create a mobile game targeting the Android mobile platform, featuring single-touch gameplay inspired by *Donkey Kong Country's* minecart stages; used Blender to create and rig character models and to create modular environment art; used Adobe Photoshop Elements to texture all models
 - Composed original soundtrack using FL Studio and created sound effects using FL Studio, Audacity, and Sony Sound Forge; implemented audio in-game using FMOD Unity Integration
 - Resumed development in December 2024 focused on optimizing, refining, and polishing game assets and overall game experience
- **Spin the Beat**, 8/2016 - 12/2017; game released 5/2017 on itch.io and 6/2017 on Steam
 - Utilized Unity to create a local-multiplayer party game with a soundtrack generated procedurally in real-time during gameplay; developed and shipped post-launch content patches to add and refine game content
 - Composed title theme using FL Studio, created procedural-music system, and performed all sound design work
- **Various prototypes**, 10/2015 – Present
 - Produced various prototypes of game mechanics, interactions, and systems for experimentation and examination; analyzed findings to refine elements and catalog prototype elements for later use in projects

Product Tester at Nintendo of America, Aerotek, 1/2019 – 3/2021

- Work as part of a team to identify, reproduce, and report bugs in in-development software
- Verify fixes implemented by developers
- Perform ad-hoc testing and utilize testing plans and checksheets
- Use Jira-like bug-reporting software to describe bugs and provide detailed instructions on how to reproduce them

Student games developed while attending DigiPen Institute of Technology

- **BeatBox**

- Used the DigiPen Zero Engine to build a game prototype in 2 days; used Python to program player movement, menu systems, and procedural-music generation system; used Blender to create environment and character models and textured models using Adobe Photoshop Elements; continued development on prototype over the course of five months to turn it into a student game that later served as the basis for *Spin the Beat*

- **Luminaria**

- Collaborated with a team to design and refine puzzle mechanics involving redirection of beams of light using the DigiPen Zero Engine; provided analysis and feedback on game mechanics following implementation to help refine their function and usage by the player
- Composed original soundtrack using FL Studio and created sound effects using FL Studio, Audacity and Sony Sound Forge; created and implemented adaptive music system using Python and Zero Engine's integrated audio system, allowing music layers to be added and removed as the player utilizes different mechanics

EDUCATION

- **Certificate of Completion** - "Coding for Everyone: C and C++," *Coursera / UCSC*
- **Bachelor of Arts in Game Design**, *DigiPen Institute of Technology*; Dean's List – 2 semesters
- **Associate of Arts and Sciences in Music Technology/MIDI Production**, *Shoreline Community College*; Graduation with Honors

HONORS AND DISTINCTIONS

- **Team Fortress 2 content creator** – "The Scariest Mask EVER" – added to game 10/2021
- **Fifth Annual Saxxy Awards – Winner, Best Short** – Short film "A Dang Good Cop" – 11/2015
- **Multiple award nominations** – *BeatBox*, 2014
 - Nominations for PAX 10, IndieGala, and IndieCade
- **PAX (Penny Arcade Expo) DigiPen Student Game Showcase**
 - *BeatBox*, 2014; *A Beaver!*, 2013 ; *Luminaria*, 2012
- **ThinkingWithPortals.com Portal 2 Summer Mapping Initiative Level Design Contest – Second Runner-Up**, June 2014