



Tim Carbone
Game Designer & Programmer



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(978) 914-0126

Key Skills and Tools

- PC, VR, and mobile platform experience across multiple game genres
- **Certified Scrum Master** with 7 years of agile development experience
- Exceptional at documentation, presentations, and teamwork/leadership
- Highly proficient with C++ and scripting in **C#** and **Blueprints**
- Experienced with Perforce, Jira, and Confluence



Industry Experience

Wicked Realm Games | Remote

March 2021 – January 2023

Game Designer – Unannounced 2023 Project

- Designed core feature set and balanced gameplay systems and economy
- Implemented systems/mechanics for rapid prototyping
- Authored documentation and mockups for team and external parties
- Maintained an authentic IP experience under licensor/publisher constraints
- Collaborated with and managed external developers

Game Designer – Star Trek: Timelines

- Designed and authored character content for live release
- Aided in the design and development of a new live feature

Savepoint Games | Remote

November 2020 – February 2021

Game Designer (Contract) – Fusion Wilds

- Redesigned progression system to fit in line with product vision
- Owned and aided in implementing new features and tools
- Authored and balanced character, mission, and economy data

Disruptor Beam | Framingham, MA

May - August 2019

Design Intern – Archer: Danger Phone, Unannounced CCRPG

- Improved team efficiency by creating playtesting tools and scripts
- Designed and balanced features targeting specific behavior metrics
- Created and balanced 30+ characters/ encounters

Game Production Projects

Box Voyage

January – June 2020

Systems/Technical Designer; Team of 13; Unity

- Adventure game where players explore a corporate vacation-in-a-box
- Released on Steam and Itch on June 1st, 2020

Showstopper

September – November 2019

Product Owner, Lead Designer, Programmer; Team of 5; Unreal

- Party fighting game where actors attempt to gain the crowd's favor by dying on their enemy's weapon

Education

Champlain College | Burlington, VT

May 2020

Bachelor of Science Degree in Game Design with a minor in **Game Programming**

- Graduated Summa Cum Laude