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# Timothy C. Pelham

**Summary**

A self-motivated developer and artist with more than 10 years of personal and professional experience. I’m a passionate programmer, artist and designer who has solo-developed a colony management game available on [Steam](http://bit.ly/MercuryFallen).

**Skills**

* Unity Game Engine, Unreal Engine 5
* C#, C++, Java, Javascript, PHP, HTML, XML
* Blender, 3DSMax, Photoshop, Premiere, Substance Painter/Designer
* Experience in procedural generation, UI/UX, web development

**Relevant Experience**

**Indie Game Developer/Self Employed, Nitrous Butterfly**

May 2011 – Present

* Solo developed and launched a colony management game on Steam, [Mercury Fallen](http://bit.ly/MercuryFallen), from scratch in Unity. Created core systems including procedural map generation, goal oriented action planning AI, modular and flexible UI and modding with Steam Workshop integration. Created 2D/3D artwork for characters, environments and props.
* Created art content packs distributed on the Unity Asset Store.
* Designed, developed and launched an online virtual world, Nuvera Online, in Unity Engine. Created core systems including user authentication, user generated content tools, vehicles, chat system and player interactions. Responsible for 2D/3D artwork.

**Other Experience**

**Global Security Systems Engineer, HP/3Com**

December 2004 – April 2011

* Responsible for global physical security systems including servers, CCTV, inventory control, badge systems and equipment maintenance while ensuring 24/7 operational readiness.
* Designed and developed an online application to manage security officer daily activities and improve communication between security supervisor and upper management.
* Trained and supervised security officers.

**Education**

Graduate of Westford Academy, 1998

* Technical support aide for high school computer labs, 9/94-6/98