

## Tim Beaudet

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<http://www.timbeaudet.com>

- Tools, Engine, Audio, Visual, User Interface, Gameplay, 8 shipped titles
- 7+ years with: C++, DirectX, OpenGL, STL, Win32, Visual Studio, SVN
- C#, Lua, Python, ActionScript3, Objective-C, HLSL, X-Code, Perforce, Blender, Maya, Photoshop, zlib, OggVorbis, OpenAL, Unity

### EMPLOYMENT HISTORY:

**Engineer**, RescueTime Inc, (working remotely from Miami, FL), Seattle, WA 2013-present  
User support, maintenance and feature development for [RescueTime](#) application on Windows, Mac and Linux.

**Engineer**, Skyjoy Interactive (formerly Impakt Games), Miami, FL 2012-2013  
Startup company focusing on casual mobile games developing it's' first game; Super Kid Cannon for iOS and Android.

Tried and tested many technologies for mobile development including CoronaSDK, GameMaker, Marmalade, Cocos2d-x. Engineered multiple gameplay systems, user interface screens, deterministic gameplay. Managed a team of outsourced programmers and maintained high-quality code on the [Super Kid Cannon](#) mobile project.

**Game Programmer**, ImagenEngine (a Foundation 9 Studio), Framingham, MA 2010-2012  
ImagenEngine is a developer of casual, console, handheld, pc and mobile games.

Programmed 15-20 minigames, world map, and in the role playing / adventure [Monster High: Ghoulish Spirit](#) (Wii) game. Support for [Apples to Apples](#) (XBLA) game. Prototyped a physics based game, serious application and added features to an augmented reality game for iOS using the Corona framework. Designated build master on a Windows Phone 7 game.

**Tools Engineer**, 8monkey Labs, Cedar Falls, IA 2007-2009  
8monkey developed its multi-platform Marmoset Engine. They also developed the action-shooter: Darkest of Days for Xbox 360 & PC.

For the *Marmoset engine*; expanded art pipeline with to export animations in batches. Implemented threaded file-system with zlib for fast loading of compressed archives. Maintained Habitat (level editor) using C++ and OpenGL In [Darkest of Days](#) I polished user interface based on mockups for streamlined experience. Localization support.

**Game Programmer**, Contract / Consulting 2007-2010

- Client: Harmonix Music Systems, Inc. (2010) - Debugging support on Xbox 360 and PS3 on [Rock Band 3](#). Analyzed memory reports to reduce leaks and fragmentation.
- Client: Stratogon Entertainment (2008/2009) – Engineer – Updated [Wild Wild Trains](#) (iPhone) level editor on PC with C++/Win32. Learned Objective-C and developed a data driven framework for [Warp Defense](#) (iPhone).
- Client: Stratogon Entertainment (2007) – Lead Programmer – Lead a team of 3 programmers on [XBLA project](#) using the XNA framework, C#. Integrated streaming music with OggVorbis into [Lost Adventures of Alexandria](#) (PC) for smaller download size. Prototyped a concept on PC that was later turned into an iPhone game.

### PERSONAL HISTORY:

2014 *AIRS*, artificial drivers with several sensors, prediction and control of a car within LiveForSpeed.

2013 *Compute the racing-line*, Compute the geometric racing line knowing only the left and right edges of the race track.

2012 *Cracked!*, 48 hour collaboration project, with AS3 and FlashPunk for a simple turn-based strategy/puzzle game.

2012 *Snake*, Exploring and learning the basics of development with the Unity engine.

2012 *First Person Platformer*, C++, OpenGL, SDL collaboration concept project of 'Mario in first person'.

2012 *OverGameEditor framework*, a small Win32 based C++ library for creation of usable in-game editors.

2011 *LudumDare 21 and 22*, 48hr games with **my** DirectX framework and C++.

2011 *BlenderExporter*, An exporter script in Python for Blender that outputs mesh data in a way my framework reads.

2010 *Scrapyard Racing*, A top-down 2D racing game on PC with a highscore table in MySQL

2009 *TireSimulator*, Point-mass system of springs for a visually deformation. C++, OpenGL, DirectX, HLSL

2008 *DashForCash*, Modded a racing simulator using TCP. Also MySQL for tracking player progress/statistics.

2007 *RacerX*, Arcade racing with VoiceOverNet, Track Editor, point-to-point AI, sorting back/front of billboards.

2005 *Traffic*, Collaborated with a classmate to design and develop a game in 48 hours, before we were taught graphics.

**BSCE with Minor in Game Design and Development**, Full Sail University, Winter Park, FL, 2006

Technical Lead on 5 month final project: *Snowball Fight!* Real-time Strategy game on PC with DirectX.