



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

SUMMARY OF SKILLS

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

Audio: Music Composition, MIDI, Sound Effect Creation, Audio Mixing

Software: Unity, FL Studio, Anvil Studio, MS Office, Blender, Adobe Photoshop, Autodesk Maya

Game Engines: Unity 5 (C#), Adobe Flash (*ActionScript 3*), Valve Source Engine (*proprietary editing software*)

Soft Skills: Teambuilding, Leadership, Customer Service, Time Management

EXPERIENCE

- **Founder – Clockwork Anomaly, LLC**, 1/2016-present
 - ***Spin the Beat***, 8/2016-12/2017; game released 5/2017 on itch.io and 6/2017 on Steam
 - Used 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
 - ***Unannounced Project***, 1/2016 - 11/2016
 - Self-taught Unity, C#, shaders, 3D modeling and texturing for an unannounced project; composed a partial soundtrack; project shelved indefinitely due to resource limitations
- **Student games developed** while attending **DigiPen Institute of Technology**, 2011-2015
 - ***Luminaria***, 9/2011-4/2012
 - Collaborated with a team to design and refine puzzle mechanics involving redirection of beams of light to a goal
 - ***BeatBox***, 11/2013-4/2014
 - Built a prototype in 2 days; developed prototype into a student game that later served as the basis for *Spin the Beat*
 - **Provided original soundtracks** for all listed projects, team and individual
- **Other Work**
 - **WinCo Foods** – Cart Clerk, 10/2017-Present

EDUCATION

- **Bachelor of Arts in Game Design**
 - *DigiPen Institute of Technology*, 4/2015
 - Dean's List – Spring 2014, Spring 2015
- **Associate of Arts and Sciences in Music Technology/MIDI Production**
 - *Shoreline Community College*, 6/2011
 - Graduation with Honors

HONORS AND DISTINCTIONS

- **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 Beever!*, 2013 ; *Luminaria*, 2012
- **ThinkingWithPortals.com *Portal 2* Summer Mapping Initiative Level Design Contest – Second Runner-Up**, June 2014