

# ADAM TIMÉN

## Senior Designer

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## EDUCATION

Vocational Game Design  
FUTUREGAMES '11

## SKILLS

### Design

Level building  
Open world mission design  
Combat encounters  
Co-op game mechanics  
Cinematic events  
System design  
Intuitive UI/UX design

### Level Editors

Unreal 5, Apex, Diesel,  
Autodesk Stingray

### Scripting

Unreal Blueprints  
Proprietary visual scripting tools

### Software

Maya, Blender, Photoshop  
Perforce, SVN, Sublime

## LANGUAGES

Swedish  
English

## ABOUT ME

Experienced all-around designer with a 13 year track record of level building, scripting, designing gameplay components and combining them with a compelling narrative. Work History spans AA and AAA with over 10 credited releases.

Outside of work I'm a parent of two and make a killer cocktail.



## EXPERIENCE

### Senior Mission Designer

#### AVALANCHE STUDIOS | 2018 - Present

As a Mission Designer at Avalanche I've complimented my previous skillset of **level building** and **scripting with world design** and **narrative design** to create some epic missions in games like **Rage 2** and **Contraband**.

#### Highlights:

- Credited on 3 action oriented open world **AAA/AA** titles
- **Recruited** and onboarded new mission designers
- Coordinated tools and developer teams to realize a multitude of different missions
- **Live support** via weekly events and DLCs
- Designed and implemented various mission related systems and gameplay mechanics
- Spearheaded multiple internal deliveries from the mission design side
- Created a variety of benchmark gameplay experiences that aligned the team
- In 2021 I became the **Craft Manager** for mission design

### Level Designer

#### STARBREEZE STUDIOS | 2015 - 2018

During my time at Starbreeze I delivered on the broad expectations of combining layouts, missions and technical prowess to create unique gameplay in games like **PAYDAY 2** and **Overkill's The Walking Dead**.

#### Highlights:

- Followed through multiple levels from their inception to polish with a keen eye on pacing, combat encounters and gameplay mechanics
- Created modular assets with **Autodesk Maya**
- Designed various game related systems and tools to increase the efficiency of the team
- Coordinated efforts with various **art outsourcing** companies
- Represented games at **game conventions**

### Level Designer Teacher

#### FUTUREGAMES | 2015

I returned to FUTUREGAMES to hold a Level Design course. It took around 20 students through practical and theoretical skills and spanned about 3 months.

#### Highlights:

- First game **project supervision**
- Introduction to Level Design
- Level Design Theory

### Level Designer

#### FATSHARK STUDIOS | 2013 - 2015

I had a wide area of responsibilities, level design was my primary focus but I sometimes dealt with game design simultaneously on titles such as **Warhammer: Vermintide**.

#### Highlights:

- Credited on 3 AA titles
- Released 14 levels for said three games in 2,5 years
- Pushed the boundaries of a co-op level that became the first public showcase and playable **demo at GDC**
- Led initiatives to create additional game modes for a **PVP-based** game
- Held **on site playtests**

## KEY PROJECTS

**Contraband** | An AAA action filled co-op open world game  
**Rage 2** | An AAA open world first person action game  
**Overkill's The Walking Dead** | A first person 4p co-op resource scarce horde shooter  
**PAYDAY 2** | A first person 4p co-op stealth/loud horde shooter  
**Warhammer: Vermintide** | A first person 4p co-op horde shooter melee hybrid