



ADAM TIMÉN

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ABOUT ME

I've been making games for over 11 years with 9 credited releases spanning AA and AAA.

While traditionally a Level Designer, I decided to move over to Mission Design to delve deeper into scripting and to involve myself more in the work that goes on between levels to become a more rounded designer.

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

PROFICIENCIES

Level Design
Mission Design
Scripting
Gameplay
Narrative

EXPERIENCE

AVALANCHE STUDIOS GROUP (2018 - NOW)

At Avalanche I'm the **Craft Lead** for missions and a **Senior Mission Designer** working on **Contraband**. Previously worked on **Rage 2**, two **Rage 2 DLCs** and **Second Extinction**.

STARBREEZE STUDIOS (2015 - 2018)

At Starbreeze I started working as a **Level Designer** on existing levels for **Payday 2**. I eventually moved over to help create the world of **Overkill's The Walking Dead**.

FATSHARK STUDIOS (2013-2015)

I had a wide area of responsibilities over three different projects. I was primarily a **Level Designer** but I sometimes dealt with game design tasks simultaneously. Titles include **Vermintide**, **War of the Vikings** and **War of the Roses**.

EDUCATION

LEVEL DESIGN TEACHER (2015)

I returned to Futuregames to hold a Level Design course.

- First game project supervision
- Introduction to Level Design
- Level Design Continued

FUTUREGAMES (2011-2013)

Game design class. All courses were shaped by industry professionals to ensure students were production ready. I got an internship at Fatshark Studios as part of the education.