



## Tim Pelham

### Game Developer

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## Skills

- **Engines:** Unity (C#), Unreal Engine 5 (C++/Blueprints)
- **Languages:** C#, C++, Java, Lua, SQL, PHP, Javascript
- **Software:** Blender, 3DSMax, Substance Suite, Photoshop, Git, Visual Studio, Rider
- **Core Competencies:** Systems and Tool Development, UI/UX Design, Procedural Generation, Performance Optimization

## Summary

Versatile Game Developer & Systems Architect with 10+ years of experience across the full development lifecycle. Proven track record of shipping commercially successful titles, including Mercury Fallen. Expert in C# (Unity) and C++ (Unreal Engine 5), with specialization in AI systems (GOAP), procedural generation, and tool development. A self-driven generalist who combines high-level engineering discipline with a professional art pipeline, dedicated to creating scalable, player-centric experiences.

## Work Experience

### Solo Indie Developer — Nitrous Butterfly (2011–Present)

- **Full-Cycle Product Ownership:** Architected, developed, and published two commercial titles on Steam (Mercury Fallen, P.A.C.K. :: Post Apocalyptic Cleaning Kit) with "Very Positive" user ratings.
- **AI & Systems (Unity/C#):** Engineered a complex Goal-Oriented Action Planning (GOAP) system and pathfinding for colony simulation, managing 50+ autonomous agents with unique task priorities.
- **Networking & Physics (UE5/C++):** Developed networked multiplayer mechanics and a physics-based item interaction system using C++ and Blueprints.
- **Procedural Generation(Unity/C#):** Authored custom algorithms for terrain generation and dynamic "Fog of War" systems, optimizing performance through custom mesh generation and draw-call batching.
- **Extensibility(Unity/C#):** Built a data-driven modding API using XML/Lua and integrated Steam Workshop, enabling a community-driven content ecosystem.
- **Full-Stack Art Pipeline:** Managed the end-to-end asset pipeline including 3D modeling (Blender), PBR texturing (Substance), and custom shader development to achieve distinct visual styles.
- **Project Management:** Managed long-term roadmaps, community engagement, and handled all QA/bug-tracking from Early Access to 1.0.

### Global Security Systems Engineer — 3Com/HP (2004–2011)

- **Cross-Functional Leadership:** Managed global security infrastructure, access control, coordinated international site deployments and managed global vendor relations.
- **Systems Administration:** Maintained 24/7 operational readiness of servers and hardware; developed a web application to centralize global logging, reporting, and executive-level data visualization.
- **Strategic Oversight:** Acted as Lead Security Supervisor as needed.

## Education

Graduate Of Westford Academy, 1998

