

Tim Winsky

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Summary

I have an intense love for all interactive media. I've been making games since I was a kid, using whichever tools I could get my hands on.

I'm especially a fan of Unity. I was an early adopter, using it to spearhead the development of games and other applications since 2012. I have games released to Steam, Nintendo eShop, App Store, Google Play, and arcades.

I've developed original IP and licensed games across a wide variety of platforms, both independently developed and through Cartoon Network. With so much incredible emerging technology I'm looking forward to further expand the types of projects I'm involved in.

Experience

Project Lead Developer

Cartoon Network

Mar 2014 - Jun 2020 (6 years 4 months)

Spearheaded development of several games for Cartoon Network including:

A mobile game based on their property Adventure Time.

An experimental VR game available on Steam.

A multiplayer competitive VR experience available at the Cartoon Network Hotel.

Creative Director

TwinSky Games

Sep 2012 - Present (9 years 9 months +)

Manages overall vision of independent games. Handles many areas, with a primary focus on programming and design.

Software Build Engineer

IPro

Sep 2006 - Sep 2012 (6 years 1 month)

Education

University of Advancing Technology

Software Engineering

Skills

Unity • C# • Game Design • Virtual Reality (VR) • Project Management • Sound Design • FMOD •
Mobile Application Development • Git • C++