

Tim Murosky Résumé:

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<http://portfolio.mabusgames.com/>

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Career Statement: Work on doing what you love to do. If you can't find a job doing what you love... you make a job doing what you love.

Education:

- Graduate of General Mclean High School Edinboro, Pa.
Graduation Date 1995
- Bachelor of Science in Game Art and Design from The Art Institute of Pittsburg - Online Division. Graduation Date Oct 31 2015. GPA: 3.94

Software Skills:

- Proficient with Autodesk 3Ds Max
- Adobe Photoshop
- Substance Painter
- Unreal, UDK, currently learning UE4

Viable Game Development Skills:

- 3D Modeling Objects and Environments Including Buildings
- Level Layout and Kismet/Blueprint in Unreal Engine, UDK, and UE4
- Understanding of Game Pipeline from Concept to Game Completion
- Game and Technical Documentation
- Level Lighting

Creative Accomplishments:

- Over 400 live musical performances
- Plays Five Instruments (former musician and original music composer)
- More than 60 original songs composed and co-created
- Created over 30 Rainbow Six: Raven Shield Multiplayer Maps which inspired Pursuing School
- Graduated with honors with a BS in Game Design
- Started an Independent Game Development Company called Mabus Games, LLC. (our first product is set to launch soon)
- Worked on several team projects during my studies as the Team Producer, while also doing 3D modeling work, UDK Engineering, Sound Design, Story Development, and Gameplay Functionality, as well as Documentation.

Work History:

20 years working in the restaurant industry. In that time I have been responsible for all duties related to cooking and running a restaurant (this includes extreme time management and high pressure situations), learning new recipes and procedures and training new and current employees on changes and new items, and management duties.

- Applebee's (1996-1997)
- Buffets Inc. (1997- 2001)
- O'Charley's Inc. (2001-2008)
- Applebee's (2008-2010)
- O'Charley's Franchise (2010-Current)

References are available upon request.