

# Timothy Durbin

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## EDUCATION

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**University of Southern California** **August 2021–May 2023**  
Master of Science in Computer Science (Game Development) **GPA: 3.83**  
**University of California, Santa Cruz** **September 2018–June 2021**  
Bachelor of Science in Computer Science: Computer Game Design **GPA: 3.74**

## WORK EXPERIENCE

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**Student Assistant - Interactive Design and Production** **August 2022–May 2023**  
University of Southern California

- Assisted students in development of Unity game from prototype to release in fifteen weeks
- Worked with professor to ensure class logistics and game playtests ran smoothly

**Grader - Computer Graphics** **January 2022–May 2022**  
University of Southern California

- Graded lab assignments for graduate level course in computer graphics and 3D rendering
- Covered topics including 3D rendering, shading, lighting, anti-aliasing

**Grader - Computer Networks** **March 2021–June 2021**  
University of California, Santa Cruz

- Graded lab assignments for upper-division undergraduate course in network protocols
- Covered topics including TCP/IP, switching, MAC protocols, LANs, and routing

## PROJECTS

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**Bloobo** **May 2022–May 2023**

- Set up online backend for user-generated content with AWS S3 and DynamoDB
- Worked as lead engineer to bring game from vertical slice to iOS release

**Pente Bot** **February 2023–March 2023**

- Created a bot in Python to play Pente using minimax search with alpha-beta pruning
- Placed 6th of 217 in student bot competition

**UserNotFound** **January 2022–May 2022**

- Set up P2P multiplayer using Mirror networking system for Unity and Epic Online Services
- Worked with small team as programmer to develop multi-level, physics puzzle game

**Invicta Vitae** **December 2020–June 2021**

- Integrated P2P online multiplayer into Unity game as lead network engineer
- Worked with team on gameplay and ui programming to bring game to release

## SKILLS

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- Game Development: Unity and Unreal Engines, Network Programming, Mobile, Game AI
- Amazon Web Services: S3, DynamoDB, IAM, Cognito
- Programming/Scripting Languages: C, C++, C#, HLSL, Java, Python, Lua, JavaScript, Bash
- Version Control and Collaboration: Perforce, Git, Plastic SCM, Trello, Notion, Miro, Jira
- Other: Visual Studio, Client/Server Networking, TCP/IP Stack, Unix Systems