

# Timothy Alan White

Oxfordshire, UK

Portfolio: [www.timalanwhite.com](http://www.timalanwhite.com)

Email: [contact@timalanwhite.com](mailto:contact@timalanwhite.com)

LinkedIn: [uk.linkedin.com/in/timalanwhite](https://uk.linkedin.com/in/timalanwhite)

I'm a friendly and approachable professional who can work effectively alone or as part of a team.

Being organised and proactive has allowed me to be successful in my professional roles, my academic studies, and the many personal projects that I've completed in my spare time. I'm incredibly passionate about the videogames medium, especially concerning how narrative can be delivered; yet I also understand the reality of technical constraints and commercial deadlines.

## Qualifications:

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**BA (Honours) English Literature (Creative Writing)** (The Open University). I studied literature and the humanities, and followed the creative writing pathway, all while working full-time.

**MSc Entertainment Software Development** (Sheffield Hallam University). Run in association with Sony Computer Entertainment Europe.

**BSc (Honours) Software Engineering** (Sheffield Hallam University). This included a successful one-year work placement as a data-warehouse consultant.

## Writing and Narrative Design Skills:

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Visit [timalanwhite.wordpress.com/projects](http://timalanwhite.wordpress.com/projects) for a full list of my current and previous writing projects.

Having written for *Transformers Universe*, *War for the Overworld*, and unannounced projects, I have experience in: narrative design (defining setting, creating characters, plotting narrative, and integrating narrative with gameplay); scripts for cutscenes, trailers, and in-game speech; voice casting and direction; preparing content for localisation; dialogue trees; interactive fiction; UI text.

I'm experienced in writing for surrounding media as well, being able to write marketing copy for online and print, and onboarding content such as tutorials and game guides.

Additionally I'm an accomplished editor, proofreader, and localiser. I've helped clients improve their narratives and writing styles across both videogame and traditional text-based mediums.

I'm skilled at research and I'm versed in different literary genres and styles, which enables me to develop a wide variety of narratives. I'm also accustomed to giving and receiving constructive feedback, having attended writing workshops in and around Cambridge and Oxford, and online with the IGDA. I enjoy writing prose, especially short stories; examples of my personal writing are available on my blog at [timothyalanwhite.wordpress.com/writing](http://timothyalanwhite.wordpress.com/writing), where I also discuss games, writing, and narrative design—see the latest posts at [timothyalanwhite.wordpress.com](http://timothyalanwhite.wordpress.com).

## Technical Skills:

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I'm a trained software engineer and gameplay scripter with three years' professional experience in Unity, Lua and Jagex's in-house scripting tools, and long-term experience in Microsoft Office, Google Docs, Confluence, JIRA, Perforce and Git. I also have past experience with: C++, Java, PHP, CSS, MySQL, Oracle Database.

## Employment:

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### **January 2015–Present**

**Writer and Narrative Designer, Oxfordshire, UK**

Web: [www.timalanwhite.com](http://www.timalanwhite.com)

Since January 2016 I've worked full-time with Brightrock Games on an unannounced project, and the expansions for their existing title *War for the Overworld*. I'm also contracted with Axis Animation to write animated trailers and cutscenes. Previously I've freelanced for clients such as flaregames, Wispsfire, and FibreTigre.

A complete project list is available at [timalanwhite.wordpress.com/projects](http://timalanwhite.wordpress.com/projects).

### **April 2013–January 2015**

**Jagex Games Studio, Cambridge, UK**

**Writer and Narrative Designer—*Transformers Universe* and new game pitches**

Web: [www.jagex.com](http://www.jagex.com) [timalanwhite.wordpress.com/tu](http://timalanwhite.wordpress.com/tu)

I worked with the creative leads on high-level story concepts, and with design, development, cinematic, marketing and localisation teams to produce text for the game and surrounding media. My duties also involved liaising with Hasbro in the creation of new *Transformers* lore, writing and maintaining the in-house style guide, and serving as editor to ensure a high quality of English across the project. I also directed VO sessions, and used the game tools to implement the narrative via a text pipeline that I helped design. My work was published in-game and online in the run up to, and during, the 2014 commercial Open Beta.

I also produced original story and characters to support new game pitches.

### **October 2010–April 2013**

**Jagex Games Studio, Cambridge, UK**

**Content Developer—*Transformers Universe*, *Stellar Dawn*, and unreleased fantasy MMORPG**

I designed and programmed content for *Transformers Universe* using scripting languages and in-house tools. This involved designing and implementing missions, game modes, combat abilities, and supporting systems (buff, VFX and narrative systems). I also collaborated with the game's lead writer on lore creation and script writing. My content was published in the *Transformers Universe* Closed Beta in 2012 and 2013.

During this role I also created world NPCs and a narrative-based raid puzzle for *Stellar Dawn* (an unreleased science-fiction MMORPG), and an XP skilling prototype for an unreleased fantasy MMORPG.

## Hobbies and Interests:

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My main hobbies are videogames, films and creative writing. I spend a lot of time not only consuming these mediums but also critiquing their styles and narratives. I also enjoy music (I was a singer-songwriter in a band) and fitness (I've achieved a First Degree Black Belt with Honours in kick-boxing), and spending time with my wife, Lesleyann.

## References:

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References can be provided on request.