

You can find my up-to-date Resume and Portfolio online, at my website:
www.ScoobysPlace.com

General Info

Name: Tim Musschoot aka Scooby
Date of birth: July 12th 1987
Nationality: Belgian
Address: Sparrenstraat 62, Bruges
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Languages: Fluent Dutch and English, basic French and German
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Education

2007-2009: Year 1-2 Bachelor Digital Arts and Entertainment - PIH Kortrijk
2006-2007: Year 1 Bachelor Applied Architecture - SST Bruges

Experience - Commercial

- **Kristal Renhold (July '09)**

This is a website I've designed for a client of a good friend of mine. The client has recently started a small cleaning company in Norway and needed a website for its contact information and business credentials. After making different designs, I showed them to the client and she picked her favourite.
www.Kristal-Renhold.no

- **CVR Agency (March '09)**

This is a website I made for a major Distributor of Golf and Leisure Wear across Europe. The website has already given the company more clients and opportunities in the short time it's been online yet. In the future the website will be expanded to add more pages and information about the company and it's role on the European market.
www.CvrAgency.be

- **AquaMotion (November '08 - January '09)**

A business specialized in Water Fitness asked us to make a program for showing the different exercises. Think about something like Wii Fit, but in a swimming pool. I was the Lead on this project, coaching the other team members and making deadlines. I also communicated with the owner and our teachers about the looks, details and progress of the project.
www.AquaMotion.be

Experience - Non Commercial

- **SSF Realism Mods (SWAT4)**

This is a very popular Realism Mod in the SWAT 3 & 4 community. Before I was involved, they had chosen a few of my maps to include in their Mod. Knowing they really liked my way of working, I joined the team. I was responsible for the choice of Maps and fixing them to work in SP with AI. The choice of Maps and their playability gave the Mod a big boost.

- **Sheriff Skinpack (SWAT 4)**

This is an extremely popular Skinpack I've made, used by almost the entire community. It was one of the first Skins that were available, and was immediately very popular and used in several Mods. I did the texturing, skin creation, and promotion.

- **Unit 5 Mod (HalfLife 2)**

This is a Mod we've made for HalfLife 2.

I learned how to work with Hammer and made the entire map in a short period.

I've also made some custom textures that were used.

- **German Skinpack (SWAT 4)**

This is a Skinpack which I helped making for the German SEK clan.

I helped with texturing, bug fixing, and testing.

- **Several Skins, both for release as for friends (TombRaider Legend)**

Texturing, skin creation, and promotion.

- **Active on several Forums, assisting the community**

Replying to questions of other community members, and giving feedback.

Getting very positive feedback on my own work.

(See Guestbook as reference)

Examples of these Maps and Skins can be found at my website

Skills

Leadership

Strong in communicating the goal of a project.

Coaching other developers within a group in a friendly and polite way.

Strong Problem Solving skills and making tough decisions if necessary.

Strong desire to have an overview on the progress of a project.

Pursuing efficiency and quality in every project.

Mature and responsible developer, always liked creating more than playing.

Always eager to learn and to adapt to the company's workflow.

Gameplay

Experienced in making concepts and floorplans for a range of Maps.

Creating content fitting both the atmosphere as well as theme of the game/gameplay.

Strong experience with making maps for singleplayer gameplay and FPS.

Experience with a variety of games and genres, from FPS games to Racing games and RP games.

Plenty of experience creating map layouts, models, textures, lighting, etc...

Adjusting layouts and looks while creating them, improving the total image along the way.

Making Maps that are fun to play in.

Art

Understanding of architecture and composition.

Modeling and UVW Texturing experience. Low and high poly.

Basic understanding of material creation and shaders.

Basic art and digital painting skills, including making modelsheets.

Able to create visually interesting content.

Coding languages

Basic knowledge of C++, including STL.

Strong Knowledge of HTML and CSS.

Software

Strong experience with the UnrealEd.

Strong experience with Hammer.

Strong experience with Photoshop.

Strong experience with Modeling in 3DSMax.

Basic experience with Materials and rendering using Mental Ray.

Basic experience with Visual Studio 2005.

File Managers (e.g. Tortoise SVN)

Other programs such as MS Office, etc...