

Home: (508) 839-6615  
Cell: (508) 826-6342

**Timothy J. Volpe**  
timothyvolpe@hotmail.com  
<http://www.lzorro.com>

1 Heidi Lane  
Grafton, MA 01519

## WORK EXPERIENCE

**QA Tester**, QUICKHIT, Foxboro, MA October, 2009 – February, 2011

- Wrote and executed test plans to ensure the quality and performance of QUICKHIT NFL Football game
- Filed bug reports and worked with developers to resolve issues
- Responsible for redeploying internal servers and helped maintain testing environments
- Aided Customer Service with database queries and customer interactions on forums

**Camp Instructor**, iD Tech Camps, Cambridge, MA May – August, 2007

- Instructed older campers in Advanced Programming using C++
- Instructed younger campers in Video Game Creation using Multimedia Fusion 2
- Aided in camp preparation, organized activities and maintained the safety of all campers

Quabaug Corporation, North Brookfield, MA March, 2003 – August, 2006

**Laboratory Technician** (March, 2004 – August, 2006)

- Responsible for testing stock daily to make sure it matched specifications
- Maintained database of new and experimental formulas
- Provided help and support for factory personnel
- Aided other technicians with computer-related issues

**Sole Service Person** (March, 2003 – March, 2004)

- Routinely cycled fresh and cured stock to sole molders
- Cleaned and changed mold presses

## SKILLS

Languages: C/C++, Java, Javascript, HTML/HTML5, SQL, Visual BASIC

Operating Systems: Windows Vista/XP/2000, UNIX, Mac OS

Programs: Microsoft Word, Excel, Visual Studio; Adobe Photoshop, Autodesk Maya, Perforce P4V, Git, YoYo Games Game Maker, Macromedia Director, Clickteam Multimedia Fusion 2

Other: Atlassian JIRA, Bamboo

Game Engines: Terathon C4, Sun Java Monkey Engine, Akihabara, Unity

## EDUCATION

Worcester Polytechnic Institute, Worcester, MA March, 2009

**Bachelor of Science in Interactive Media and Game Development**  
graduated With Distinction

Major Qualifying Project – Hooping <http://hooping-game.com>

- Designed and created a 3D space racing game
- Wrote most of the ship movement and collision detection code, some obstacle controllers, and game timer

Independent Study Project – Climate Connections Card Game

- Designed and created a card and computer game to aid school children in learning about climate change
- Sponsored by US FIRST

Interactive Qualifying Project – WPEye.Net: An Alternate Reality Game for WPI Admissions

- Served as team leader, organized and coordinated efforts of the team's members
- Created puzzles and challenges for game content

Humanities Sufficiency Project – Animated Short Film

- Wrote, animated and edited a short film adaptation of Aesop's fable, "Androcles and the Lion"

University of Massachusetts, Amherst, MA

December, 2000

**Bachelor of Science in Computer Science**

3D Animation and Digital Editing – class project

- Animator and special effects designer for "EWE-F-O II" animated short film.
- Successfully devised a "wormhole" effect, similar to that used in the movies "Stargate" and "Contact"

## ACTIVITIES

Member of International Game Developers Association (IGDA) since 2010

Global Game Jam

<http://www.globalgamejam.org>

- 2009: Porcupine and Balloon are Friends – a maze game to connect two characters moving in different directions with the same controls
- 2010: Define Yourself – a two-player board game representing an abstraction of college
- 2011: Punk is Dead – Part platformer, part rhythm-matching music game

Boston Game Jams

<http://www.bostongamejams.com>

- 2010 Immigration Jam: Im-Migration – an ecological simulation directly influenced by the player
- 2010 HTML5 Tools Jam – wrote a set of Javascript libraries to more easily create computer card games

WPI Game Development Club

2007 – 2009

- Participated in several game jams and other events

University of Massachusetts Minuteman Marching Band

1996 – 2000

- Field Staff, 1998-2000: Aided rookies in marching technique (Band Camp); Leader and assistant throughout the season