

Toby McCall

Design | Composition | Instruction

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Continuing the revision of self, becoming uniquely me.

Skills

- Game Design
- Technical and Creative Writing
- Training and Instruction
- Cross-Discipline Collaboration
- Visual Communication
- Research and Analysis
- Testing and Revision
- SCRUM
- AGILE Development
- Customer Service
- Visual Scripting
- C#
- Lua
- Photoshop
- MS Office Suite
- Perforce
- Hansoft
- Jira
- DevTrack

Education

Digital Game Development, Level Design
The Guildhall at SMU | 2010

Master of Arts, Rhetoric and Composition
Florida State University | 2008

Bachelor of Arts, English Literature
Florida State University | 1997

Certifications

Microsoft Certified Systems
Administrator (MCSA)
Windows 2000 (MCSE)
NT 4.0 (MCSE)
Microsoft Certified Trainer (MCT)
A+ Certified

Awards

Scholars Conference Scholarship |
International Game Developers Association |
2010
The Fred Standley Award for excellence in
Teaching | Florida State University | 2007

My combined 15 years experience in education, composition and rhetoric, information technology, and game design offers a diverse, multi-faceted approach to providing solutions and communicating complex concepts in approachable and engaging ways. I'm energized by cross discipline collaborations and seek out opportunities to share knowledge and create partnerships.

Professional Experience

DESIGNER | Bioware Austin | 2010 - 2017

As a designer, I work in a fast-paced, deadline-driven environment as a liaison between Art, Engineering, Writing and Production. I write and maintain documentation for stakeholders in multiple formats including HTML, Visio and Photoshop. I schedule and prioritize tasks for myself and team members. I use multiple game engine tool sets and proprietary scripting languages to create fun and challenging game encounters and character abilities. I am well versed in SCRUM, and am comfortable learning new software quickly.

Achievements

- Streamlined pack creation processes, reducing development time from months to weeks while achieving some of the highest pack sales since the store was launched.
- Defined and documented the Strongholds player housing decoration hook system and level design of Strongholds.
- Designed and scripted some of the most memorable Operation and Flashpoint boss encounters using well commented and stable scripting language adhering to Bioware's scripting standards.
- Strengthened cross-discipline communication between design, engineering, and art, improving morale and productivity.
- Mentored and trained multiple designers in the use of tools and design standards.

TECHNICAL WRITER | Blue Cross Blue Shield | 2008 - 2008

In this contract position, I wrote and published weekly marketing releases and designed the Marketing department's Intranet site to provide easily accessible process and procedure documentation.

WEB MANAGER | FL. Dpt. of Environmental Protection | 2004 - 2006

As web manager, I collaborated with the Network Administration group to schedule and conduct software installations, configuration changes, and directory structures on multiple IIS servers. I also developed and maintained HTML standards and processes for a distributed team of web authors.

MICROSOFT CERTIFIED TRAINER | Computer Tutors | 2000 - 2005

As a trainer, I created and maintained multiple Windows 2000/2003 Active Directory domains for classroom configurations including DNS, DHCP, WINS, RRAS, RADIUS, and IIS servers, directed technical training and developed lesson plans.