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Tim Sexton

SUMMARY

Software engineer with 9 years of professional experience and 6 years in technical leadership roles. Experienced in taking games from concept to launch.

EXPERIENCE

Lead Software Engineer   Feb 2018 – Present
Stern Pinball, Inc.

- Architected and executed game software development from project kickoff through ship and post-launch for major cornerstone pinball titles; driving >$100M in revenue through game sales.
- Delivered full-featured gameplay releases and code bases for four cornerstone game titles on the SPIKE 2 platform using proprietary Radium graphics engine.
- Planned and executed new gameplay features for new Stern Insider Connected social gaming platform which registered >100k new users within one year.
- Directed and led teams of over 15 software engineers, artists, animators, and testers throughout game development.
- Collaborated with game designers and engineers on interactive physical gameplay features, growing collector business by >100% in 4 years.
- Managed the integration of licensed IP from top entertainment brands into the gameplay experience. Working directly with licensing partners and creative talent.
- Recruited 3 full-time engineers from pinball community. Mentored and developed engineers in "wingman" roles.
- Promoted from Software Engineer I to Lead Engineer within 7 months.

Staff Software Engineer   Jan 2015 – Jan 2018
IBM

- Influenced IBM Z firmware development for the HMC/SE firmware group's configuration management and problem analysis squad, impacting z13, LinuxOne, and z14 IBM Mainframe releases.
- Leveraged Watson AI within IBM's patent portfolio to quickly cluster related patents.
- Awarded US Patent US9760653B2 – Mapping non-generic markup language elements to generic object-oriented programming language objects.

SHIPPED GAMES

Lead Game Developer   **Support Software Engineer**
Upcoming Release (Apr 2024)   James Bond 007 (Oct 2022)
Rush (Jan 2022)   Stranger Things (Dec 2019)
Led Zeppelin (Dec 2020)   Jurassic Park (Aug 2019)
Black Knight: Sword of Rage (Apr 2019)   Deadpool (Aug 2018)
                                                             Iron Maiden (Apr 2018)

EDUCATION

Bachelor of Science, Computer Science
Pennsylvania State University

Aug 2011 – Dec 2014

SKILLS

Software Development	**Game Design**	**Experienced Team Lead**
C++	Gameplay Systems	Communication
Embedded Systems	Lighting & Effects	Teamwork
Python	Prototyping	Mentorship
Java	User Interface Design	Jira
Jenkins CI		

ADDITIONAL PROJECTS

Pinball Analytics Website

Mar 2022 - Present

https://pinballstatistics.com/about

- Created mathematical model to generate DFS-style player values for fantasy pinball competitions.
- Published Pinball Power Rankings predictive rating system evaluating the true performance of pinball's elite competitors.
- Developed the first Live Tournament Win Probability model for major competitive tournaments.

Producer, Host
Stern Heads-Up Pinball Invitational

Jun 2020 - Present

- Produced virtual competition show to drive community engagement through objective-focused gameplay.
- Generated marketing opportunities with licensing partners to promote games to new audiences through cable and online video channels.
- Reached >500,000 new audience members through cable (ESPN 8 – The Ocho) and online (Marvel, Godzilla by TOHO, Nickelodeon) broadcasts.