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Burlington VT

TYLERWOOD

GAME PROGRAMMER

EDUCATION

Champlain College
Burlington VT
2013-2017

Bachelor of Science in Game Programming
3.9 GPA; President's & Dean's List
Champlain College Game Developers Association
National Society of Leadership and Success
Game AI; Graphics Programming; Game Architecture

EXPERIENCE

Planker Pro
Champlain College
2016

Worked with a team to develop a game in Unreal Engine 4.
Implemented networked-multiplayer and related gameplay features.
Created design-oriented tools for level development.

Flip: A Gravity Game
Personal Project
2014

Released a puzzle game on Apple's App Store.
Coded in AS3 using the AdobeAIR and Starling frameworks.
Utilized iTunes Connect and TestFlight to iterate a better product.

Database Intern
Lakeview Day Camp
2014

Designed and implemented a system to store and create health logs.
Learned wire-frame techniques and use-case scenarios.
Improved group communication skills by pitching framework plans.

AWARDS

WWDC Scholar
2016

Awarded for creative use of Swift and SpriteKit.
Created a simulation that explored ray-cast obstacle avoidance.

**High Performing
Game Programmer**
2016

Recognized for distinguished programming achievement.
Aided other students with advanced graphics projects.
Surpassed expectations regarding professional presentation.

SKILLS

Languages:

C++, Swift, ActionScript 3, Java, C#

Frameworks:

SpriteKit, Unreal, SceneKit, Starling, Adobe AIR, Unity

Programs:

Xcode, Visual Studio, Sketch, Git, Subversion, Mercurial, FlashDevelop