

Tyler James Pinho

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tylerpinho.me

Game Design, Programming and Research Projects

- **Languages** - Java, C++, C#, HTML, CSS, GML
- **Piano Panels** - A C# Mobile game made in Unity for Android. Piano Panels is a randomly generated rhythm game designed around the song Bad Apple!! by ZUN. The player needs to tap the black and special tiles in each row as the game speeds up over time.
- **Tenebris** - A Game Maker puzzle-platformer developed by my team in 72 hours for Ludum Dare 31 using the given theme of "Entire Game On One Screen".
- **[switch]** - A Game Maker puzzle-platformer focused on varied uses of manipulating solidity, gravity, lethality, and other properties of objects in a given level.
- **Blank Page** - A C# shoot 'em up game made in Unity that takes any mp3 file and develops several bullet hell patterns based off of the various characteristics of the piece of music.
- **Get Rec'd** - Java application to recommend media to users based off of their previously read and viewed Anime & Manga by aggregating other user's recommendations.
- **Soulstealer** - A Game Maker "metroidvania" developed in 72 hours for Ludum Dare 32 where the player is a soul in Hades who must possess other enemies and use their unique powers to traverse the world
- **Keeping It Cool** - Research project focused on developing a novel heat pipe CPU cooling device for enhancing the use of computers in zero gravity environments.

Extracurricular Activities

- Game Development Project Manager of the ASU Software Developer's Association
- Studied Abroad in Japan over Summer 2014 with a focus on developing simulation software
- Founder Mu Alpha Theta Chapter of the International Honors Math Society
- National Mu Alpha Theta Convention/Competition in Dallas - 2011 and San Diego - 2013
- Musician – Clarinet – 2005 thru Present

Awards & Recognitions

- **Ludum Dare 31 and Ludum Dare 32** - Top 5% Overall Developer
- **Presidential Scholarship Recipient** – Barrett Honors College – 2013 – 2015
- **Dean's List** - Fall 2013, Spring 2014, and Fall 2014
- **1st Place** - Hamilton Invitational Science and Engineering Fair in Energy/Transportation - 2011
- **2nd Place** - Arizona Science and Engineering Fair in Engineering Electrical and Mechanical - 2013
- **2nd Place** - Hamilton Invitational Science and Engineering Fair in Microbiology - 2010
- **3rd Place** - Hamilton Invitational Science and Engineering Fair in Engineering - 2013
- **4th Place** - Arizona Science and Engineering Fair in Energy/Transportation - 2011

Work Experience

Science is Fun, Chandler, AZ (2011-2013)

Presentation Intern - Supported STEM education by presenting to K-8 students, parents, teachers, and community members using a fun and engaging, minds-on instructional approach that integrated science, engineering and technology through interactive exploration of "Energy in the World Around You".

Chandler Unified School District, Chandler, AZ (2011-2013)

Web Site Developer – Developed the Basha High School "Science is Fun" website including original coding, formats and content that I maintained and updated regularly.

Desert Community Robotics, Scottsdale, AZ (Summer 2015-Present)

Web Site Developer – Developed the Desert Community Robotics website with original format using Wordpress and PHP, HTML, and CSS code.

Game Design Teacher - Taught personalized classes to students aged 4 to 17 on various engines and coding languages with a focus on developing complete video games with good design principles.

Education

Barrett Honors College - Arizona State University - Tempe, Arizona

Bachelor of Science in Computer Science
Certificate in Computer Gaming

Expected Graduation: Winter 2016
GPA - 3.88