

# Tyler James Pinho

602.741.3539 [tylerpinho@gmail.com](mailto:tylerpinho@gmail.com)  
[tylerpinho.com](http://tylerpinho.com)

## Education

**Barrett Honors College - Arizona State University - Tempe, Arizona**

Bachelor of Science in Computer Science

Certificate in Computer Gaming

Expected Graduation: Winter 2016

GPA - 3.75

## Technical Skills

**Languages** - C, C++, C#, GML, Java

**Web Development** - ASP/ASP.NET, SQL, HTML, CSS, Azure, Django

**Software/Technology** - Unity, SQL Server, PowerShell, Photoshop, Game Maker Studio

## Work Experience

**Software Development Intern at Carvana, Phoenix, AZ (June 2016 - Present)**

- Assisted in creating new Purchase Process for buying used cars using a CQRS and DDD System in C#/Angular
- Automated the process of creating a branch, work item, and deploying to Azure reducing time from 10 min to 20 sec
- Created a Slackbot in Node.js to automate an HR Program for rewarding company work ethic
- Authored PowerShell Scripts to inform IT Leads which Azure Blobs are unneeded to save hosting space and money

**Web Site/Software Developer Intern at Mesa Airlines, Phoenix, AZ (May 2015 - Jan 2016)**

- Converted and updated employee intranet sites from ASP/VBScript to ASP.NET/C#
- Developed an automated document management system to bridge gap between mechanics and managers
- Created scripts to automate functionality and consistency of databases
- Supported 2600+ employees by writing software for mobile and web environments to address employee issues

**Web Site Developer and Presentation Intern at Science is Fun, Chandler, AZ (Sept 2011 - May 2013)**

- Developed the "Science is Fun" website according to employer's specifications using HTML/CSS, JavaScript, and PHP
- Supported STEM education by presenting science, engineering and technology to K-8 students and parents
- Integrated science, engineering and technology through interactive exploration of "Energy in the World Around You".

## Game Development and Programming Projects

**Last Hymn - Language: C# Engine: Unity Platform: Windows PC**

- Procedurally generated rhythm patterns based off of music using a system of Bezier Curves
- Implemented an Event-Queue system to monitor and automate NPC, Train, and Game schedules
- Used shaders to create unique Battle Transitions, Sprite Shadows, and Tiling System

**Project PhysX - Language: C# Engine: Unity Platform: Windows PC**

- Educational level-based 3D Physics Sandbox where the player has the ability to alter the world's physics to solve levels
- Implemented path prediction that updates based on player's actions in changing force, mass, and size of the cannonball
- Created supplemental educational material for teachers and parents to use with their students or children

**Piano Panels - Language: C# Engine: Unity Platform: Android Devices**

- Randomly generated 2D rhythm game with toggleable difficulty settings for all skill levels
- Focused on memory management and optimization on a variety of mobile devices
- Released on the Google Play app store for all Android devices both mobile and tablet

**Get Rec'd - Language: Java Platform: Windows PC**

- Setup a system to aggregate reviews from the Internet and recommend new media to the user
- Takes into account user's likes and dislikes with prior media when generating list of recommended media
- Ability to easily save, edit, export, and import lists built into the application

**Tenebris - Language: GML Engine: Game Maker Studio Platform: Windows PC**

- Placed Top 5.7% Overall Developer in the Ludum Dare 31, 72-Hour Game Jam
- Platformer that takes place in one room that evolves over time as the player progresses
- Taught group of 5 non-coders how to develop a game from scratch in Game Maker Studio

## Related Club, Research, and Extracurricular Activities

- Released 6 games as the Game Development Project Manager of the ASU Software Developer's Association
- Developed a novel CPU cooling device for enhancing the use of computers in zero gravity environments
- Studied Abroad in Japan over Summer 2014 with a focus on developing real world 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