

# Tyler James Pinho

602.741.3539 [tylerpinho@gmail.com](mailto:tylerpinho@gmail.com)  
<https://github.com/FalseNight>  
[tylerpinho.me](http://tylerpinho.me)

## Objective

To work in a fast-paced, hands-on and collaborative environment with a focus on developing innovative and creative solutions to solve technical/creative issues while working in a team of passionate and interdisciplinary members.

## 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 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 PC 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.
- **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 solving real world issues by creating simulation software
- **Ludum Dare 31** - Placed 72 out of 1272 Teams Overall (Top 5.6%)
- 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

- **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

### JT Custom Computers, Chandler, AZ (2010-2011)

Computer Technician – Built and tested custom computers constructed according to client specifications

### 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. ([www.bashascienceisfun.com](http://www.bashascienceisfun.com))

## Education

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

Bachelor of Science in Computer Science  
Certificate in Computer Gaming

Class of 2017  
GPA - 4.00