

# Tyler James Pinho

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## 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

## Technical Skills

**Languages** - C/C++, C#, GML, Java, VBScript, Python

**Web Development** - ASP/ASP.NET, SQL, HTML5, CSS, Windows Server 2005/2008/2012

**Software/Technology** - Unity, Photoshop, Game Maker Studio, Agile Technologies/Structure

## Work Experience

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

- Created DTS Packages to automate functionality of databases
- Converted and updated employee intranet sites from ASP/VBScript to ASP.NET/C#
- Developed tests and test cases to simulate user's actions on web apps and databases
- Supported 2600+ employees by writing software for mobile and web environments to address employee issues

**Game Dev Teacher and Web Site Developer at Desert Community Robotics, Scottsdale, AZ (May - August 2015)**

- Authored original curriculum for both the Unity and Game Maker engines to be taught to students aged 4-17
- Focused on teaching proper coding practices and how it applies to game design theory and principle
- Taught private classes that catered to special needs and advanced students
- Setup new website structure with custom design, forms, and reports using WordPress, HTML5, and ASP.NET

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

- 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

**Tonald Drump 2k16 - Language: C# Engine: Unity Platform: Windows PC**

- Placed 34th out of 1526 Teams for Humor in the Ludum Dare 33, 72-Hour Game Jam
- Satirical game remixing standard memory game design with political humor and imagery
- Developed system of multithreaded processes to more efficiently run the game

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

- Setup a system using regex 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, 72nd out of 1272 Teams 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

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

- Placed Top 10% Overall, Graphics, and Mood, 134th out of 1468 Teams in the Ludum Dare 32, 72-Hour Game Jam
- Focused on memory management and ways to reduce "lag time" for lower end users
- Metroidvania developed around the theme of possessing and using enemy abilities to escape a jungle prison

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

- Randomly generated 2D rhythm game with toggleable difficulty settings for all skill levels
- Released on the Google Play app store for all Android devices, mobile and tablet

## Related Club, Research, and Extracurricular Activities

- Released 5 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