

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 - 3.75

Technical Skills

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

Web Development - ASP/ASP.NET, SQL, HTML, CSS

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

Work Experience

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

- Authored PowerShell Scripts to aggregate Azure Blobs and Incapsula Data for DevOps
- Created service to inform IT Leads which Azure Testing Sites are unneeded to save hosting space and money
- Worked on multi-disciplinary team to create a website update catered towards a millennial demographic

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

- 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

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
- Implemented Event-Queue system to monitor and automate NPC, Train, and Game schedules
- Used shaders to create unique Battle Transitions, Sprite Shadows, and Tiling

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