Tyler James Pinho

602.741.3539 **tylerpinho@gmail.com**
tylerpinho.com

Education

Barrett Honors College - Arizona State University - Tempe, Arizona
Bachelor of Science in Computer Science — Expected Graduation: Winter 2016
Certificate in Computer Gaming — GPA - 3.75

Technical Skills

Languages - C, C++, C#, GML, Java
Web Development - ASP/ASP.NET, SQL, HTML, CSS
Software/Technology - Unity, SQL Server Management Studio, 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
– Implemented auto-checker to catch JavaScript errors in Git branches before they can be merged into the Master Branch
– Authored PowerShell Scripts to inform IT Leads which Azure Blobs are unneeded to save hosting space and money

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
-Created novel system to procedurally generate rhythm patterns based off of music and 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 togglable 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