

Tyson Toller

Software Developer | Web Developer | [Linkedin](#) | [Portfolio](#)

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EXPERIENCE

Toller Games, Ivins, UT — *Founder*

Jan 2024 - Present

Established and managed a solo game development LLC to create immersive gaming experiences.

Designing and developing games using Unity and C#, focusing on innovative mechanics and player engagement.

Smith's Food & Drug, Lehi, UT — *Home Lead Clerk, Grocery Receiver*

Jun 2023 - Dec 2023

Led the Sporting Goods and Storage department, increasing sales through merchandising and effective product displays.

Managed vendor deliveries and maintained accurate invoice records.

Southern Virginia University, Buena Vista, VA — *Python Programming TA*

Jan 2023 - May 2023

Assisted students in mastering programming fundamentals, grading assignments, and tutoring in Python concepts.

Code Ninjas, Sandy, UT — *Senior Code Sensei*

May 2022 - Aug 2022

Taught over 100 students to design and code games using industry-standard tools.

Mentored students on building mods and creating custom mechanics.

EDUCATION

Southern Virginia University, Buena Vista, VA — *B.S. in Computer Science*

Aug 2018 - May 2023

Minor in Philosophy, concentration in Digital Illustration.

Senior Capstone: Developed a VR escape room (*Stuck at Work*) for Quest 2.

SKILLS

Programming: Unity, C#, Python, HTML/CSS, JavaScript

Art & Design: Procreate, Photoshop, Illustrator

Tools: Trello, Git, Miro

PROJECTS

CubeGod — *Steam PC Game*

- Developing an innovative puzzle game with Unity, featuring engaging mechanics and brain-teasing challenges.
- Planned for release on Steam, with a focus on immersive design and player satisfaction.

Pixel Leap — *Mobile Game*

- Created a pixel-art-themed mobile game using Unity, integrating level progression and character customization.

Maze's End — *Board Game*

- Designed a strategic board game in collaboration with peers, featuring unique gameplay mechanics.

Portfolio — *Website*

- Designed a responsive portfolio using HTML, CSS, and JavaScript to showcase projects