

I am a game programmer, software engineer and a graduate of an Advanced Diploma of Professional Game Development at the Academy of Interactive Entertainment (AIE) in Melbourne. Having great dedication and passion for game development, I am self-motivated, hardworking, dedicated to teamwork and always actively learning more about game development

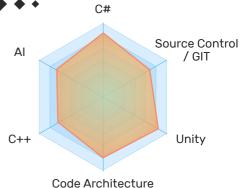
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Present City Beach

Picker Packer

 Pick and sort items into containers, build boxes ready for shipping and maintaining accuracy and speed

2011-2020 Bunnings

Team Member

- Help increase stock flow by 10% and reduce waste output
- Provided practical knowledge and assistance to customers on their DIY projects

2010-2011

Small Business Marketing Specialist

- · Self-employed
- Incorporated a company and maintained business aspects such as accounting and stock-keeping
- Help clients implement effective marketing strategies to increase their bottom line

9/2009-6/2010 Ronin Handyman Services

- Establish relationships with local real estate agents
- Worked on various jobs from painting, tiling, cleaning and general repairs and maintenance on properties around Brisbane

2007-2008

Retail Team Member

- Provided quality customer service and advice
- Kept inventory and store shelves stocked and well displayed

PROJECTS

Present

Walkie Talkie - <u>rlst.github.io/walkietalkie</u> - Wicked Fiction, Remote First person adventure game

- Designed, architect and implement all systems in the game from scratch
- Help market the game by being active on socials and posting progress video
- · Ensure technical documents are up to date
- Help designer increase productivity by creating custom in editor tools and functionality

2019

StormRend: Realm in Ruin - <u>rlst.github.io/stormrend</u> - AIE Melbourne Turn-based strategy game

- Ensuring codebase is clean, flexible and well architected.
- Responsible for implementing main core systems ie. stackable state machine, user input controller
- Developed the Al system and behaviour editor
- Assist designers by creating various tools such as map editor and ability & effects editor

 $\label{eq:bhave-bhave} \textbf{BhaVE: Behaviour Tree Visual Editor} - \underline{rlst.github.io/bhave} - Personal Project \\ \textbf{Unity in-editor Al editing tool}$

- \bullet Designed, architected and programmed the entire project from the ground up including doing graphics and icon design
- · Planning to release the project onto the Unity asset store

Dirty Chef Yoga - rlst.github.io/dirtychefyoga - 3 Day Game Jam - AIE Melbourne

 Responsible for implementing the player controller, burger ingredient stacking system, cooking stations, interaction system between stations, linking up animations, audio and particle FXs

EDUCATION

2018-2020

- Academy of Interactive Entertainment, Melbourne, Australia
 - Advanced Diploma of Professional Game Development (Programming), 2nd Year
 - Successfully completed a Diploma of Digital and Interactive Games in 2018
 - Studied topics such as physics, computer graphics, complex data systems, extended reality systems and professional production

1999-2003

- Signala State High School, Inala, QLD
 - Completed Year 12 in 2003 and acquired Year 12 senior certificate

LANGUAGES

HOBBIES

Guitar

TENNIS

JDM Cars

COMPUTER SKILLS

I am proficient in using both Windows and Mac based systems, and as an all rounder I am familiar with many software genres including 3D graphics or CAD, 2D graphics, Audio processing programs, Video editing as well as Office Suite document editing software

