Tyler J. Chapman

Game Programmer
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Education
Champlain College, Burlington, VT
- Bachelor of Science Degree in Game Programming & Minor in Mathematics
- Graduated Summa Cum Laude, Class of 2020
- Graduated with Excellence in Mathematics, 1 of 3 from Class of 2020

Projects
MGRPG(2020-2021), Sole Programmer / Owner(C# Unity / Rest API / GLSL)
- Team Size: 3 (Started my own Indie Studio!)
- Platform(s): Android / iOS
- Description: Casual mini-golf experienced combined with a turned based RPG
- Released on iOS and Android

Eira: Echoes of Adventure(2020), Systems/UI Programmer(C# Unity)
- Team Size: 16 (School Project)
- Platform(s): Windows/Mac/Linux
- Description: Level based treasure hunter explorer game where the player uses a vacuum to terraform the world around them.
- Released on Steam

DoC(2019), Web Dev/Combat/Managers (Full stack web dev/C#)
- Team Size: 8 (Ubisoft Gamelab Competition 2019)
- Nominated for 6 of 9 total awards
- Won Best Integration of the theme
- Platform(s): Windows/Mac/Web
- Description: PvE competitive arena brawler with networked audience interaction
- Featured finalist in Intel 2020 devmesh contest

Professional Experience
Whitby School, Greenwich, CT (Commission Work)
June 2019 - July 2019
- Created attendance web app frontend and backend.

Skills
Programming in Java, C++, html, css, javascript, Bash, C#, php, mysql

Interests
Rowing, running, hiking, fishing & cooking
Overwatch, League of Legends, Enter the Gungeon, GTA, & RotMG