Tyler J. Chapman

Game Programmer
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Education
Champlain College, Burlington, VT
Class of May 2020
- Bachelor of Science Degree in Game Programming
- 3.793 GPA
- Dean's list (Fall 2016 - Spring 2019) / President's list (Fall 2019)

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

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 devmesh contest

Professional Experience
Whitby School, Greenwich, CT (**Commission Work**)
June 2019 - July 2019
- Created attendance web app frontend and backend.
- Deployed web app for use for the 2019 academic year.

IDTech Camp, Burlington, VT (**Programming/Design Instructor**)
July 2019 - August 2019
- Taught gameplay programming in VR in Unity using Oculus Go.
- Taught level design / gameplay programming in Unreal.

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