

Tyler J. Chapman - Game Programmer

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Skills

Programing in Java, C++, html, css, javascript, C, Bash, C#, php, mysql
Word, Excel, PowerPoint

Education

Champlain College, Burlington, VT

Class of May 2020

- Bachelor of Science Degree in Game Programming
- 3.759 GPA
- Dean's list (Fall 2016 - Spring 2019)

Projects

DoC(2019), Web Dev/Combat/Managers (Full stack web dev/C#)

- Team Size: 8 (Ubisoft Gamelab Competition 2019)
- Platform(s): Windows/Mac/Web
- Description: PvE competitive arena brawler with networked audience interaction

Blind Fire (2018), Sole Programmer (C#/UNet/GLSL in Unity Engine)

- Team Size: 6 (School Project)
- Platform(s): Windows/Mac/Android
- Description: Networked co-op shooter bullet hell tower defense

Professional Experience

Whitby School, Greenwich, CT (**IT & Networking Maintenance**)

June 2016 - August 2016

- Network maintenance to transition to new software protocols.
- Upgraded servers as well as all computers to cloud based interface.

King Low Heywood Thomas School, Stamford, CT (**Tutor**)

September 2012 - March 2016

- Tutor for computer programming, Physics I and AP Physics C
- Assistant to computer programming teacher
- Built sets, oversaw light and soundboards during school productions.

Interests

Rowing, skiing, running, & parkour

Overwatch, League of Legends, and open world single player games