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
- 3.790 GPA
- Dean's list (Fall 2016 - Fall 2018)

Projects
Blind Fire (2018), Sole Programmer (C#/UNet/GLSL in Unity Engine)
- Team Size: 6
- Platform(s): Windows/Mac/Android
- Description: Networked co-op shooter bullet hell tower defense

Don't Be Afraid of the Dark (2018), Sole Programmer (C# in Unity Engine)
- Team Size: 4
- Platform(s): Windows/Mac/Web
- Description: Puzzle game for kids overcome their fear of the dark

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