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)
- 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

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 (**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.

Interests

Rowing, skiing, running, & parkour
Overwatch, League of Legends, Enter the Gungeon and RotMG