

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
- 3.8 GPA
- Dean's list (Fall 2016 - Spring 2019) / President's list (Fall 2019 - Spring 2020)

Projects

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.

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.
- 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