





ABOUT ME

I am experienced in applying various design tools to wireframe, organize and implement creative ideas and systems. Using my knowledge of gaming trends and various programming languages, I want to help aid in the design process wherever I can to create quality products.

CONTACT

 tywong8@gmail.com
 @tylerwong15
 <https://tforty.itch.io/>
 Thornhill ON, Canada

SKILLS

Teamwork Oriented
C#, C++, Java
Creative Problem Solving
Fast Learner
Attention to Detail
Organized
Written/Oral Communication
Game Design (UI, System, Content, Mechanics)

SOFTWARE

Unity Engine
Trello
Monday.com
Microsoft & Google Suite
Figma & FigJam
Git
Blender
Adobe Photoshop
Visual Studio
Discord & Slack

GAME JAMS

GGJ 2021
GDJam 2021
GDJam 2022

TYLER WONG

GAME DESIGNER

PROJECTS

Project Poultry

September 2020 – April 2021

- Project Lead, Game Designer, Game Programmer, QA Tester
- A 3D puzzle game created in OpenGL
- Designed, tested, and iterated on the puzzle layouts & logic gates
- Itch.io Link: <https://tforty.itch.io/project-poultry>

[Redacted Door]

January 2021 – February 2021

- Game Designer, Game Programmer
- A 3D puzzle game created in Unity for Global Game Jam 2021
- Implemented movement code, designed UI and menu screens
- Itch.io Link: <https://crater-364.itch.io/redacted-door>

Chibi Champions

December 2021 – April 2022

- Project Lead, Game Designer, QA Tester
- A 3D tower defense/brawler created in Unity
- Designed and iterated on various tower and character abilities
- Debugged, tested, and wrote bug reports to ensure gameplay, systems, and other features worked as intended
- Created and implemented UI components and iconography
- Itch.io Link: <https://tforty.itch.io/chibi-champions>

FuseBall

October 2022

- Game Designer, 2D Artist, QA Tester
- A 2D multiplayer dodgeball game made in Unity for GDJam 2022
- Created 2D pixel art assets and animations
- Designed core game mechanics and implemented the UI
- Tested and debugged gameplay mechanics and features
- Itch.io Link: <https://tforty.itch.io/fuseball>

Brain Buddies Academy

January 2023 – April 2023

- UI Designer/Programmer, QA Tester
- Capstone Project: A mobile game application to help students in educational studies
- Designed, wireframed and implemented UI components
- Debugged and tested all the features and systems and tracked down any bugs revolving gameplay, UI, and sound
- Itch.io Link: <https://aidsy123.itch.io/brain-buddies-academy-a-family-learning-adventure>

EDUCATION

Bachelor of Information Technology

September 2019 – April 2023

Game Development and Entrepreneurship

Ontario Tech University, Oshawa ON, Canada

- Minor in Game Programming
- President's List: Fall 2019, 2021, 2022 | Winter 2021, 2022
- Dean's List: Winter 2020
- 4.01 GPA