Caspian Tyler

Game Developer

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Summary

I am a game developer with a passion for problem solving and working with computers. I've released three games in Unity and Godot using C#, including multiplayer, 2D puzzle, and arcade style games. I have also developed a media converter to enable the user to watch videos in vanilla Minecraft. Some of my favorite games are Jedi: Survivor, Portal, and Redout 2.

Skills

Technologies: C#, GDScript, Git/GitFlow, FFMpeg, FFMprobe, WinForms

Software: Gogot, Unity, Aseprite, Gimp, Audacity, Extended Reality

Professional Experience

⊶Two Robots Studios | 08/2025
Balance and Testing Engineer
Assist in balancing and testing Two Robots Unleashed, Two Robots Studios flagship title.

- Collaborated with the Lead Game Designer to design and test faction abilities.
- Provided ongoing feedback on other aspects of the game including core game mechanic systems.
- Recorded and supplied assessments of playtest sessions.

⊶Tread the Dawn Games | 08/2023 - present
Game Developer
Designed and developed games systems using Godot and Unity.

- **MoonSpire**: A short 2D puzzle platformer with rage-game elements.
  - Made use of a community-generated library to persist user settings and game state between sessions.
  - Created a state machine to run enemies, an interface to create a scaleable tool system and polymorphism to make a multipurpose lock and door system for puzzles and the boss.
  - Original sprites created using Aseprite.
- **Heavens Ablaze**: A peer to peer multiplayer physics based spaceship simulator.
  - Developed systems to display a holographic depiction of the damage state of the pilot's ship and track enemies across their HUD.
  - Utilized the Unity Asset Store.
  - Shipped in 6 months.

Projects

⊶SOL | 08/2025
Creator, Game Designer, Systems Programmer
Originally created in 96 hours, collaborated with two other developer/designers to create an arcade physics game about looping planets to gain as many points as you can using GDScript, Godot, and Open Source Art assets.

- Scored top 16% in 'Enjoyment'
- Designed Gameplay
- Implemented Shaders
- Provided post-jam updates to polish
- Optimized/refactored collaborators' code

Godot, Game Jam, GMTK, GDScript

⊶Babel or Bacon | 08/2024
Creator, Game Designer, Systems Programmer
Originally created in 96 hours, collaborated with one other developer/designer to create a deck building, tower construction arcade game for GMTK Game Jam 2024: Built to Scale using C# and Godot.

- Used collections of various types to manage the deck and player hand and built-in physics to stick objects together for the Glue feature.
- Created a launcher for easy updates.
- Ranked in top 50% of 7,597 entries.

Godot, Game Jam, GMTK, C#

∞Open Source: Chronos Pointer - RimWorld Mod | 01/2025 - present
Creator, Maintainer
A mod to enhance the schedule panel with dynamic time indicators for improved colony management and time tracking.

- 20,000+ current users/subscribers.
- Implemented mod settings.
- Ensured compatibility with official DLC and major update 1.6.

C#, Reading source code

∞Open Source: XenoPreview - RimWorld Mod | 07/2025 - present
Maintainer
A mod which shows a preview of your custom Xenotypes as you create them.

- Refactored the preview window to spawn in a way that works better within the RimWorld codebase.
- Added feature: draggable window.
- Ensured compatibility with RimWorld 1.6.
- Ensured compatibility with other mod: Xenotype and Ideology Buttons TitleScreen

C#, Reading source code

∞Open Source: Pawn Editor - RimWorld Mod | 01/2025
Contributor
Added Random Faction options when selecting a pawn's faction, each appearing when its context is relevant.

- Added functionality to select a random faction for a pawn based on various filters.
- Fixed a bug where the UI wasn't updating when a starting item was deleted.
- Made Starting Items visible on faction items screen.
- Assisted in ensuring compatibility to 1.6.

C#, Reading source code

∞Open Source: Zetrith's Multiplayer - RimWorld Mod | 09/2025
Contributor
Added a window that shows current known issues to the user the first time they open the Server Explorer.

- Multi-language support.
- Never show again button.
- Allows an arbitrary number of known issues.

C#, Reading source code

∞The Cordova Expedition | 05/2025
Creator, Game Designer, Systems Programmer
Originally created in 9 days, collaborated with four other developer/designers/artists to create an arcade shoot-em-up sidescroller inspired by FTL using GDScript, Godot.

- Designed and programmed the shop system
- Created a tilemap based system for ship construction
- Made procedural level system using map system created by another developer

Godot, Game Jam, GDScript

∞V2MC (Video to Minecraft Datapack) | 09/2025
Sole Creator
A tool which converts videos to the resources required to watch it in Minecraft 1.20.4. It is multiplayer friendly so you can watch with friends! Made with WinForms and C#.

- Utilized FFMpeg/FFProbe and ImageMagick libraries to show a preview of output.
- Audio in game automatically resyncs to video if server lag causes a desync.
- Used the I/O file system to automatically install the output to the proper place in the Minecraft directories.

Vanilla, Minecraft, Command Line Utility, FFmpeg, FFprobe, C#, WinForms