TYLER BAKER

GAME DEVELOPER

CONTACT

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✉ tylerbaker1205@gmail.com

📍 Snellville, Georgia

SKILLS

C#, C++, Unity, Unreal, Visual Scripting, Jira, Agile, Scrum, Systems, Problem Solving, QA, UI/UX, Project Management, Microsoft Office, Google Suite,

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EDUCATION

Certificate in Game Development
Gwinnett Technical College
2023-2025

Game Design Master's
Full Sail University
2019-2020

Game Design Bachelor's
Full Sail University
2017-2019

PERSONAL PROJECTS

Hopper(Arcade)

Raider Trainer(Puzzle)

Space Shooter(Top Down Shooter)

PROFILE

Detail-oriented game developer pivoting into QA, with hands-on experience testing and polishing original projects including the award-winning Light Eater. Skilled in identifying bugs, refining gameplay systems, and ensuring smooth user experiences across Unity-based titles.

WORK EXPERIENCE

Programming Intern

CyberDream   2021

- Replaced object pooling system in UE5 legacy project
- Researched UE5 camera system
- Participated in Agile standups and reviews

Product Owner

Cellec/BlackBanshee Games   2019-2021

- Managed teams and gave weekly progress reports as Producer
- Worked on assigned tasks as a Developer
- Pitched and created GDD for We're All Going To Die as a Product Owner

CBRNE Specialist(E-4)

United States Army   2014-2017

- Managed Millions of dollars of sensitive equipment.
- Trained personnel on CBRNE equipment and protocols
- Managed training records and field readiness

RELEASED PROJECTS

Light Eater(Award-Winning Game Jam Entry)

- Designed and developed core gameplay
- Won Best Action Game in GCPL Game Jam 2025
- Play here: https://squintz36.itch.io/lighteater

We're All Going To Die

- Designed gameplay systems
- developed UI
- Play here: We're All Going To Die (Steam)

Holier Than Thou

- Built ability system, menus, and achievement system