

# Tyler Pac

www.tylerpac.dev  
github.com/tylerpac  
linkedin.com/in/tylerpac

Email: pac.tylerj@gmail.com

Mobile: +1-407-334-2993

## SUMMARY

---

Enthusiastic developer with 3+ years of experience in game modding and full-stack development. Passionate about learning new technologies, solving problems, and building creative software experiences. Strong interest in game development, backend systems, and modern web tech.

## EDUCATION

---

- **BAS in Computing Technology & Software Development** In Progress  
*Valencia College – Orlando, FL* *ETA Summer 2025*
  - **Relevant Coursework:** Software Engineering, Web Application Development, Database Management
  - **Projects:** Built full-stack applications and REST APIs using Java, JSP, and MySQL
- **AA in Computer Information Technology** Completed  
*Valencia College – Orlando, FL* *Date Completed*

## EXPERIENCE

---

- **DayZ Mod Developer** Remote  
*Freelance Developer* *2021 – Present*
  - **Mod Creation:** Created and maintained custom mods for DayZ using the Enfusion Engine (C#/C++).
  - **Mod Creation:** Developed and published 15+ custom mods using Enfusion Engine (C#/C++), including gameplay mechanics and economy systems downloaded by 1,000+ players.
  - **Server Integration:** Integrated multiplayer features such as custom loot spawns, event-based crates, and anti-exploit mechanics. Reduced crash reports and increased player retention by improving server-side logic.
  - **Game Systems:** Designed in-game systems such as loot crates, player mechanics, and barter economies.
  - **Server Integration:** Implemented server-side features and managed multiplayer gameplay balancing.

## PROJECTS

---

- **To-Do List Web App:** Built using JSP, Servlets, Hibernate, and MySQL to manage user tasks with CRUD functionality.
- **AI Writing Tool (Proposal):** Drafted an investor pitch for an AI-powered grammar assistant web app.
- **Workout Tracker App:** Designed and pitched a fitness tracking app with React frontend and MySQL backend.
- **Weapon Mastery (DayZ Mod):** Developed a visual UI/UX-driven tool to manage and preview DayZ weapon stats and metadata using MongoDB for dynamic content storage. Enabled easier balancing and community feedback testing.
- **BattlePass System (DayZ Mod):** Implemented a full-featured progression system with seasonal rewards, mission tracking, and tier unlocks. Used MongoDB to store persistent player data and React components for a polished user interface.
- **Weapon and Optic System (DayZ Mod):** Implemented a fully modular weapon and optic system with support for customizable attachments. Designed to enhance gameplay balance and player engagement through detailed configuration and integration into existing loot systems.

## SKILLS

---

- **Languages:** Java (Advanced), C# (Advanced), C++ (Intermediate), JavaScript (Intermediate), Python (Beginner)
- **Web Technologies:** JSP, Servlets, HTML, CSS, Tomcat, Maven
- **Game Development:** Unreal Engine (C++), Enfusion Engine (DayZ Modding)
- **Tools & Platforms:** Git, IntelliJ IDEA, Figma, Visual Studio, MySQL, XAMPP, Perforce, Docker