

Tyler Tam

TECHNICAL GAME DESIGNER

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PROFILE

Dedicated and driven Technical Game Designer, skilled in rapid prototyping. Proven experience in programming systems and mechanics that have been shown at multiple industry events. A lifelong learner who is passionate about technical design.

EDUCATION

Honors Bachelor of Game Design
Sheridan College | 2017-2021

SKILLS

Programming

C# Programming and MonoBehaviour
Excel Macros
VB.Net
HTML / CSS
Visual Scripting
C++

Design

Rapid Prototyping
Project Management
Documentation
Quick Learner
Compromising & Negotiation

TOOLS

Unity Engine
Visual Studio
Unreal Engine 4
GitHub
Excel
GIMP
Blender / Maya

HOBBIES

Botany
Cultivating Springtails
Exploring
Anime

EXPERIENCE

Systems Designer & Gameplay Programmer

The Taylor Group | Dec 2019

- Completed project on a tight deadline
- Programmed several core game systems
- Designed gameplay loop and player interactions

Technical Designer

Canadian Special Operations Forces Command | Sep 2019 – Present

- Communicated with CANSOFCOM researchers to define project details.
- Built a modular tool in Unreal that would allow the user to swap material groups on imported models
- Integrated new tools into an existing project

Extracurricular Events

- Global Game Jam 2018, 2019
- G.I. Jam 2019
- Week long design challenges 2017, 2018, 2019

PROJECTS

Cooperative 2D Platforming Shooter – AI Designer & Tool Creator

Switacharoo | May 2019 – Aug 2019

- Showcased at multiple industry events
- Collaborated with team from conception to completion
- Developed tools for level designer to create multiple unique stages
- Created 8 enemies with modular components

Top – Down 2D Horror Survival - Technical Designer

Survival Moon | Nov 2018

- Designed enemy AI alongside sound designer and artists
- Featured at GameFest 2018 with positive feedback
- Completed project within a 1 week timeframe