

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

Design

Rapid Prototyping
Project Management
Documentation
Quick Learner
Compromising & Negotiation

TOOLS

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

HOBBIES

Botany
Cultivating Springtails
Exploring Zoology
Anime

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

Space RTS – Prototyping & Designer

Eon-Lite Abridged | Mar 2019

- Lead a team from prototyping a concept to completion
- Designed & implemented the core gameplay loop
- Maintained the vision of the game through organizing meetings and documentation

EXPERIENCE

Representative & Researcher

Anything and Everything Collectables | 2010 – Present

- Automated accounting and inventory reducing workload from 1 week to 1 hour
- Represented at various fan conventions and trade shows while maintaining a customer friendly environment

Extracurricular Events

- Gave a talk at Night of the Living Devs
- Global Game Jam 2018, 2019
- G.I. Jam 2019 – Won most polished award
- Week long design challenges 2017, 2018, 2019