Tyler Tam

TECHNICAL GAME DESIGNER
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Tylertam.com

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
- HTML / CSS
- Excel Macros
- VB.Net
- Visual Scripting

Design
- Rapid Prototyping
- Project Management
- Quick Learner
- Documentation
- Compromising & Negotiation

TOOLS

- Unity Engine
- Visual Studio
- GitHub & Source Tree
- Photon Networking
- FMOD
- Excel
- GIMP
- Blender
- Unreal Engine 4

HOBBIES

- Botany
- Cultivating Springtails
- Exploring
- Anime

EXPERIENCE

Unity Gameplay Developer & Systems Designer
SpaceCard | May 2020 – Oct 2020
- Implemented main VR systems
- Designed and programmed multiplayer systems & interactions using Photon
- Built off of existing project & in-house SDK

Technical Designer
Canadian Special Operations Forces Command | Sep 2019 – May 2020
- 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

Systems Designer & Gameplay Programmer
The Taylor Group | Nov – Dec 2019
- Completed project on a tight deadline
- Programmed several core game systems
- Designed gameplay loop and player interactions

PROJECTS

Cooperative 2D Platforming Shooter – AI Designer & Tool Creator
Switacharoo | May 2019 – Aug 2019
- Collaborated with team from conception to completion
- Developed tools for level designer to create multiple unique stages
- Created 8 AI enemies with modular components

Singleplayer Semi-Openworld Exploration – Game Systems & AI Systems
Summit | Sept 2020 - Current
- Implemented main game systems
- Recording, retrieval and implementation of audio assets