Tyler Tam

EDUCATION

Honors Bachelor of Game Design
Sheridan College | 2017-2021

SKILLS

Programming
- C#
- HTML / CSS
- VB.Net
- Visual Scripting
- HLSL
- Excel Macros

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

Generalist
- Level Design
- UI Design
- Sound Design
- QA Playtesting

TOOLS

- Unity Engine
- Visual Studio
- GitHub & Source Tree
- Photon Networking
- Excel
- Shader Graph / Amplify
- FMOD
- Blender
- Unreal

INTERESTS

- Marine Biology
- Gardening
- Reading

EXPERIENCE

Unity Programmer & General Development
Little Guy Games | May 2021 – Current
- Developed from prototyping stages into a **release on PC**, and continued with **live updates**
- Designed & implemented **multiple game systems**
- Created multiple **editor tools** & **custom inspectors**
- Experimented in **shader graph** and **amplify**
- Implemented **database solutions**

Unity Gameplay Programmer & Technical Designer
Immunize Canada | Jan 2021 – Apr 2021
- Released for Mobile Web-GL
- Designed experience for children demographic
- Implemented several mini-games
- **Optimized gameplay systems** to work on Mobile Web GL

Unity Gameplay Developer & Systems Designer
SpaceCard | May 2020 – Sept 2020
- Released on IOS App Store
- Implemented **main VR systems**
- Designed and programmed **multiplayer systems** & interactions using **Photon Networking**

PROJECTS

Game Systems & Technical Designer
Summit | Sept 2020 - Apr 2021
- Single-player Semi-Openworld Exploration Metroidvania
- Implemented & designed **main game systems**
- Developed **UI systems** and layout
- Created and implemented multiple **shaders** using HLSL
- Recording, and retrieval of **audio assets**, and implementation using **FMOD**

AI Designer & Tool Creator
Switacharoo | May 2019 – Aug 2019
- Cooperative 2D Platforming Shooter
- Developed tools for level designer to create multiple unique stages
- Designed a modular system to create 8 unique AI enemies