Tyler Tam

TECHNICAL GAME DESIGNER

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Tylertam.com

SKILLS

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

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

Generalist
- UI Design
- Sound Design
- Level Design
- Quality Assurance

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

EDUCATION

Honors Bachelor of Game Design
Sheridan College | 2017-2021

EXPERIENCE

Gameplay Programmer & Technical Designer
Canadian Public Health Association | Jan 2020 – Current
- Implemented several mini-games
- Optimized gameplay systems to work on Mobile Web GL

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

Technical Designer & Game Programmer
The Taylor Group Christmas Card | Oct 2019 – Dec 2019
- Designed core game systems for main game and 4 mini-games
- Optimized and play-tested for mobile WebGL
- Adapted to daily feedback, delivering a polished product in a short deadline

PROJECTS

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

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