

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
HTML / CSS
VB.Net
Visual Scripting
C++

[Design](#)

Rapid Prototyping
Project Management
Documentation
Quick Learner
Compromising & Negotiation

TOOLS

Unity Engine
Visual Studio
Unreal Engine 4
GitHub & Source Tree
Excel
GIMP
Blender / Maya
Photon Networking

HOBBIES

Botany
Cultivating Springtails
Exploring
Anime

EXPERIENCE

[Unity Gameplay Developer & Systems Designer](#)

SpaceCard | May 2020 - Present

- 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 | 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

[3D Space RTS- Prototyping & Game Design](#)

Eon-Lite; Abridged | Feb 2019 - Apr 2019

- Led team from prototyping a concept to a final product
- Designed & implemented the core gameplay loop