Tyler Tam | Technical Designer

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Portfolio
LinkedIn

EDUCATION

Honors Bachelor of Game Design
Sheridan College | 2017-2021

SKILLS

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

Generalist
Level Design
UI Design
Sound Design
QA Playtesting

TOOLS

Unity Engine
Git & Source Tree
Excel
Unreal Engine
Shader Graph / Amplify
FMOD
Blender

EXPERIENCE

Technical Designer & Programmer
Little Guy Games | May 2021 – Current

Super Racer
- Began in early prototyping stages, released on PC standalone & Web GL, & continued with live updates.
- Assigned tasks from multiple technical areas in the game, including Gameplay design & development, Game mechanic development, Editor Tools, Ai racecar design, and shader development.
- Researched and developed database solutions for Live-Ops model, while working alongside web developers.

Little Bandits Reloaded (Unreleased)
- Designed and tuned character controller systems, such as melee & movement systems
- Developed AI movement systems and attack patterns
- Additional tasks in various game systems and mechanics

Unity Gameplay Programmer & Technical Designer
Immunize Canada | Jan 2021 – Apr 2021
- Hired on contract for the CARD Game for Kids web game, to create a small Web GL game in Unity with the purpose of educating children in tactics for overcoming their fears of vaccines.
- Fully designed and developed **multiple mini-games** within the app, while also assisting in the development of the **core game loop**.

Unity Gameplay Developer & Systems Designer
SpaceCard | May 2020 – Sept 2020
- Hired on contract for the **SpaceCard** IOS mobile VR app, to create an interior planning application with multiplayer capabilities
- Designed and programmed **core gameplay mechanics**, & **multiplayer systems** using Photon Networking

PROJECTS

Game Systems & Technical Designer
Summit | Sept 2020 - Apr 2021
- A Single-player Semi-Openworld Exploration Metroidvania.
- Implemented & designed **main game systems. UI Systems, and Shader development**
- Additional tasks in Sounds Design / Retrieval, and **puzzle design**

AI Designer & Tool Creator
Switacharoo | May 2019 – Aug 2019
- A Cooperative 2D Platforming Shooter.
- **Developed level creation tools** while designing and developing multiple **AI enemies**