Tyler Tam | Technical Game Designer

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Portfolio
LinkedIn

Education

Honors Bachelor of Game Design

Sheridan College |'17 - '21

Courses included Game Programming, Game AI Development, and Game Mechanics

Skills

Programming

C#
Unreal BP
C++
HTML/CSS

Tools

Unity & Unreal 5
Git
Excel

Design

Game Design
Systems Design
Level / Encounter Design
AI & Enemy Design
Documentation

Released Projects

- SuperRacer (Technical Game Designer)
- CARD (Technical Design)
- Space Card (Programmer)

Experience

Game Designer | Little Guy Games

May 2021 – July 2023

- Spearheaded AI design and development across multiple projects, integrating modern tools/techniques and creating documentation on AI systems & creation processes.
- Designed and iterated on multiple game systems during production and after release, while cooperating with other departments to finalize the project.
- Led design of 2 narrative driven levels, incorporating unique puzzle designs and gameplay mechanics
- Designed NPC interactions and dialogues for an RPG game experience
- Designed and implemented multiple new game modes, while releasing for live service game and obtaining feedback from the community
- Led production of 2 projects ensuring that milestones were met, release dates would be attainable & live-updates would be launched.

Unity Programmer | Immunize Canada

Jan 2021 – Apr 2021

- Collaborated with client to design the application for children demographic
- Successfully developed 4 mini-games for mobile within a short deadline

Game System Designer (Unity) | SpaceCard

May 2020 – Sept 2020

- Led overall development while integrating multiplayer game systems in VR Unity application for IOS release
- Ensured product quality by repeatedly playtesting builds, and delegating tasks based on team strengths and weaknesses.

Technical Designer (Unreal) | CANSOFCOM

Sept 2019 – May 2020

- Expanded upon existing game systems using Unreal Blueprints
- Completed weekly milestones while successfully attending classes

Side Projects

Sept 2020 – Apr 2021 | Game Systems & Technical Designer | Summit

- Completed project 1 month ahead of schedule and showcased at XP Summit 2021

May 2022 – Aug 2019 | AI Designer & Tool Creator | Switacharoo

- Led development of modular AI systems, allowing for rapid development of 10 different enemy AI
- Cooperated with level designer to develop multiple Metroid-vania based puzzle mechanics