

Tyler Tam

GAME DEVELOPER

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[LinkedIn](#)

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](#)

UI Design
Sound Design
Level 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

- Designed & implemented **multiple game systems**
- Created multiple **editor tools & custom inspectors**
- Built upon existing prototypes, creating completed systems & game mechanics
- Developed 3d Physics Racing controller
- Experimented in **shader graph** and **amplify**

[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**
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[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