

Tyler Tam

TECHNICAL GAME DESIGNER

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Tylertam.com

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
FMOD
Blender
Unreal
Shader Graph / Amplify

INTERESTS

Marine Biology
Gardening

EXPERIENCE

Unity Developer

[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

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](#)
- Built off of existing project & in-house SDK
- 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, retrieval and implementation of audio assets

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