Tyler Tam | Technical Designer

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Portfolio
LinkedIn

Skills

Design	Programming	Tools
Game & System Design	C# & C++	Unity & Unreal
AI Design	Unreal BP & Visual Scripting	Git, Jira, Trello
Level Design	HTML, CSS, Javascript	Excel & Google Sheets
Research	.NET	Firebase

Work Experience

Epic Games | Technical Designer

Permanent Full Time | June 2024 – Present

Little Guy Games | Technical Game Designer

Permanent Full Time | May 2021 – July 2023

The Last Sky: Dream Anthology (2022 – 2023) (Technical Designer, Programmer, Ai Design)

- Developed modular AI systems & behaviors, while collaborating with animators and artists to design and implement several combat ready enemies
- Designed and prototyped multiple player-oriented systems, including pickups that modified player abilities and player controlled puzzle mechanics
- Created several developer used tools to improve asset pipeline flow of narrative scripts & visual assets

Super Racer (2021 – 2022) (Released) (Gameplay Designer, Programmer, Game Modes Designer)

- Released multiple live-ops updates as a technical designer with work on new game modes, quest updates, and updated & balanced mechanics
- Designed & programmed core game systems and mechanics, such as racing systems, vehicle controllers, multiplayer support, and AI racing systems
- Developed editor tools for designers, speeding up content creation of vehicle paintjobs, vehicle parts & levels
- Designed and released several game modes to be used for weekly events, tournaments, and in-game missions

Little Bandits Reloaded (2021) (System Designer, AI & Encounter Design, Programmer)

- Designed, and integrated several enemy types for an RPG-like gameplay, with animation based combat systems
- Implemented several player abilities used for combat, mining, and special movement abilities
- Optimized existing game systems, reducing mobile load time from 1.5 minutes to 5 seconds
- Development of Quest & Dialogue systems, NPC behaviors, and intractable over world mechanics

Immunize Canada | Technical Designer

Contract Part Time | Jan 2021 – Apr 2021

- Collaborated with client & design team to design & release the CARD application for children demographic, with a goal of vaccination education
- Designed and developed 4 mini-games for mobile, targeted for a quick easy to learn gameplay design, while performing playtests with target demographic, successfully releasing
- Maintained W3C UI accessibility standards while assisting in UI development, ensuring user-friendliness

SpaceCard | Technical Designer

Contract Part Time | May 2020 – Sept 2020

- Collaborated with CEO on design & development for the SpaceCard project, an IOS-based VR app used for interior design planning with multiplayer capabilities, releasing the application for IOS, with subsequent live-updates
- Quickly researched & prototyped new systems and skills in multiplayer development, resulting in a quick multiplayer prototype, with all existing game systems, ahead of schedule
- Ensured product quality through multiple prototypes & iterations, playtesting builds, and submitting feedback in design meetings
- Maintained documentation on existing, and newly developed systems & codebase, increasing longevity of project

CANSOFCOM | Technical Designer

Contract Part Time | Sept 2019 – May 2020

- Contracted for several projects as a technical designer, cooperating with several other designers and programmers, as well as the client, and delivered 2 completed projects to client
- Expanded upon existing systems using Unreal Blueprints to create UI-based training application for AI
- Maintained consistent communication with client, ensuring client satisfaction while strengthening client relationship with the Sheridan Game Design program

Education

Honors Bachelor of Game Design

Sheridan College |'17 - '21

Courses included Game Design Fundamentals, Level Design, and Game Mechanics

Side Projects

Drone Zone – Halo Infinite: Forge Custom Level | FPS Multiplayer Level Designer

Personal | Oct 2023

- Designed 4v4 team-oriented FPS map, inspired Halo 3 ODST level, with a focus on engaging traversal, and asymmetric gameplay
- Iterated on map flow, designing several types of areas of engagement with defensive and offensive spaces
- Designed Firefight AI encounters while balancing difficulty escalation through the use of AI ranks & weapon rewards

Summit | Game Systems & Technical Designer

Academic | Sept 2020 – Apr 2021

- Cooperated with designer to scope out & design systems and mechanics while creating prototypes for iteration
- Completed project 1 month ahead of schedule and showcased at XP Summit 2021
- Awarded in Sheridan College's 2021 Student Art Awards

Panic In Grocery Store | Technical Game Designer

Game Jam | May 2020

- Worked alongside a team of 4 to release a 'gang beasts'-inspired game within 72 hours
- Designed & iterated upon AI behavior and gameplay systems while focusing on player engagement