Tyler Wolfe

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Skills & Certifications

Certifications: CompTIA A+
Languages: C#, Java
Software: Git, Unity Engine, Visual Studio, VSCode, JetBrains IDEs

Projects

Second-Order Dynamics   [GitHub Repo](#)

A system for natural motion smoothing using second-order dynamics which adds lifelike lag and overshoot without extra keyframes.

- **Why**
  Keyframed motion can feel rigid without a professional and takes a lot of time to tweak.
- **What**
  A tunable spring-damper filter that drives position & rotation toward a target in real time.
- **Impact**
  More lifelike motion with less manual tweaking.

Stylized Pixel Art Shaders   [GitHub Repo](#)

A collection of stylized shaders for Unity with dithering, palette swapping, sharpness filtering, and procedural pixel-art effects.

- **Why**
  Pixel-art effects often need hand-drawn assets or separate tools which slows iteration.
- **What**
  Real-time shaders for dithering, palette swaps, sharpness, & procedural generators.
- **Impact**
  Offloads work to the GPU which means faster iteration and experimentation.

Education

Arizona State University   **Jan 2025 - Present**
Bachelor of Science - Computer Science
- *4.00 Cumulative GPA*

Arizona Department of Education   **November 2023**
General Educational Development (GED)