Charles Tyndal

(205) 602-2624 | catyndal@gmail.com | linkedin.com/in/charles-tyndal

EDUCATION

Tulane University   New Orleans, LA
Bachelor of Arts, Computer Science: Film Studies   May 2023
Computer Science GPA: 3.62
Film Studies GPA: 3.75
Honors: Fall 2022 Dean's List, Spring 2023 Dean's List

Relevant Coursework: Game Programming, Experimental Game Design, Game Design II: Narrative and VR, Educational Game Design I, Educational Game Design II, C++ for Scientists and Engineers

RELATED EXPERIENCE

Louisiana Environmental Activism Network   New Orleans, LA
Independent Educational Game Developer   August 2022- Present
- Lead group of 5 independent game developers through creation of polished educational games for children.
- Created three games in collaboration with a cross-functional team, averaging 3 months for each title.
- Practiced the entire process of game development, from writing, to visuals, as well as coding.

Tulane University Game Design Courses   New Orleans, LA
Experimental Game Design || Game Design II: Narrative and VR || Game Programming   August 2022- May 2023
- Acted as solo developer to build four polished games using the Unity game engine each over a two-month period.
- Created a variety of scripts using C# in order to create all game mechanics and all gameplay loops.
- Learned the entire process of development for Meta Quest 1 and 2 as well as the Valve Index.

ADDITIONAL EXPERIENCE

Tulane Makerspace   New Orleans, LA
Fabrication Specialist   May 2020 – June 2023
- Supervised the woodshop, metal shop, and rapid prototyping shop.
- Used creative problem solving when operating and repairing heavy machinery.
- Trained and advised students and faculty on research, engineering, and design projects.
- Created precise mechanical parts and circuitry for high-level research projects.

RESEARCH PROJECTS

Skin Disease Diagnosis for Darker Skin Tones   New Orleans, LA
Undergraduate Project Lead
- **Honor: Best Project – Engineering Capstone Design Expo 2023**
- Utilized computer vision and machine learning for accurate skin disease diagnosis with a primary focus on a sub-Saharan African dataset.
- Delegated tasks among a group of undergraduate programmers to meet deadlines with a working product.
- Communicated with project advisors taking feedback and adjusting the schedule as needed.

SKILLS

Software: Unity Editor, Unreal Editor, Twine, Blender, Autodesk Fusion 360, Inkscape, Logic Pro X, Adobe Audition, Adobe Premier Pro, Aseprite

Scripting Languages: Java, C##, C++, C, Python, MATLAB, JavaScript, HTML

Technical Skills: Mechanical and Electrical Engineering Experience and Product Development

Certifications: Laser Cutting, 3D Printing, 4 Axis CNC, Lathe, Water Jet Cuter, General Wood and Metal Shop Tools

Personal Interests: Laser cutting, Film making, 3D Printing, 3D Art, Woodworking