**Charles Tyndal**

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**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