| Valyn Tyler  Game developer and production generalist with experience in most aspects of video game creation | Str. Tudor Vladimirescu, nr. 38  Brașov, Romania  **+40 749 367 227**  [**valyntyler@gmail.com**](mailto:contact@valyntyler.com) |
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| ABOUT I am an aspiring Game Developer and Production Generalist with experience in many aspects of video game production including Game Design, Game Development, Project Management, 3D Modeling and Sound Design.  I have worked primarily with the Unity Game Engine and have produced and published 3 complete projects for various competitions, the first of which has earned me a final ranking of 24th, out of a total of 1070 other finished entries. EDUCATIONGrigore Moisil National College for Computer Science, Brașov — *High School*SEPTEMBER 2020 - PRESENT 3 Years of C++ experience as a part of the ‘Computer Science - Intensive Study’ program at CNI Moisil Tudor Ciortea Vocational Music High School, Brașov — *Elementary/Middle school*SEPTEMBER 2012 - SEPTEMBER 2020 Classically Trained Musician of 8 years, Performer, Classical Guitar, Piano PROJECTSContest Submission — *Ludum Dare 53* Developed and submitted the game “Courier Pigeon”, leading a team of 3, as part of the 53rd Ludum Dare game jam Contest Submission — *Ludum Dare 51* Developed and submitted the game “Boom64”, leading a team of 2, as part of the 51st Ludum Dare game jam Contest Submission — *Brackeys Game Jam 2022.2* Developed and submitted the game “Musical Chairs” as part of the 2nd 2022 edition of the Brackeys game jam, earning a final ranking of 24th overall, out of a total of 1070 entries AWARDSINFOTRON2023 - 1st Place Prize Coordinator of the 1st place entry team as part of the INFOTRON2023 mechatronics contest by CNI Moisil and University of Transylvania Brașov INFOTRON2022 - Participation Participated in the 2022 edition of the INFOTRON mechatronics contest put on by CNI Moisil and the University of Transylvania Brașov APLO 2022 - Participation Participated in the 2022 edition of the APLO International Linguistics Olympiad Solomon Marcus Linguistics Olympiad 2022 - Mention Earned the prize of “Mention” in the national phase of the 2022 Solomon Marcus Linguistics Olympiad | PROGRAMMING  * C++, C#, JavaScript, HTML, CSS, Python  SKILLS Production level Game Development with Unity/C#  Project Management / Leadership ability   * Low-level development with C++ or Python * Web development with JavaScript/HTML5 * Game development with Python/Pygame * Game Engine development with OpenGL/GLFW * Back-end development with Python/websockets * 3D Modeling with Blender * Audio Editing/Sound Design with Reaper * Photo Editing/Image Manipulation with Photoshop * Video Editing with Premiere Pro * Arduino/ESP32 development with C++ * Raspberry Pi development with Linux/Python  LANGUAGES English - Native  Romanian - Native  Spanish - Intermediate  French - Beginner HOBBIES  * Video Games, Live Music, Performing, Electric Guitar, Rock Climbing, Cooking, Painting Miniatures, Creative Writing, TTRPGs, Coffee, and Learning new things |