Tyler Sims

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 GitHub | LinkedIn | Portfolio

EDUCATION

Bachelor of Game Design   **Feb 2018 - Sep 2020**
Full Sail University   *Winter Park, FL*

SKILLS

Languages: C#, C++, Java, Python, JavaScript
Development: Unity, Godot, .NET Framework, WebGL, Android, Docker, Linode
Tools: Git, Plastic SCM, Perforce, Figma, Jira, ClickUp, VS Code, Visual Studio, JetBrains Rider
Soft Skills: Leadership, Collaboration, Problem-Solving, Communication, Adaptability, Attention to Detail

EXPERIENCE

Cummings Creative Group (CCG)   **Apr 2025 - Oct 2025**
Software Developer   *Birmingham, AL*

• Developed and launched a web application for a local construction company designed for use in the office and in the field. This replaced their old system with QOL features, improved data collection, and simplified user experience while adding feature-rich tools.

• Overhauled a document management system for a health insurance company; improving user experience, SEO metrics, and data control.

• Additional responsibilities included monthly maintenance on customer sites, making requested changes to existing web pages, implementing data validation. Constant flow of client-focused improvements to ongoing projects.

302 Interactive   **Jan 2022 - Oct 2024**
Software Engineer   *Orlando, FL*

• Developed and launched an arcade game, driving local engagement in Orlando and increasing brand awareness.

• Built a Unity SDK plugin in Java and C++ to streamline AR Glasses app development, enhancing accelerometer functionality and integrating smoothly with Unity's input system.

• Collaborated with Niantic to create an AR Android game, utilizing advanced environment detection technology to deliver immersive, outdoor gaming experiences.

• Led a cross-functional team in developing WebGL games, significantly boosting the company's online presence and social media engagement.

• Managed client relations and ensured product alignment with client goals, achieving a high level of client satisfaction and retention.

CyberDream   **Sep 2020 - Oct 2021**
Software Engineer, Contract with Steamroller Studios   *Mt. Dora, FL*

• Developed interactive gameplay systems enabling players to manipulate objects within puzzle environments, adding depth to player engagement.

• Coordinated with the animation director to design custom camera motions for cinematic scenes, aligning with the creative vision and enhancing the storytelling.

Software Engineer, Contract with DiSTI   *Orlando, FL*

• Integrated XML with Unity objects to link document elements with in-game actions and animations, streamlining the creation of military training simulations.

• Created Python scripts to manage and organize large asset libraries, enhancing efficiency in asset retrieval and document structuring.

Cerulean Interactive   **Jan 2021 - Jul 2021**
Software Engineer   *Orlando, FL*

• Designed and optimized gameplay systems for in-game resources (e.g., weapons, health), improving user experience and engagement.

• Developed dynamic UI systems to provide an intuitive, user-friendly interface across various platforms.

• Conducted QA testing to maximize game performance across multiple devices, improving accessibility and minimizing potential issues.