Tyler MacDonald

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Summary of Qualifications

Applied Computer Science graduate seeking a role in software, game, or cloud development. Experienced with Unity, AWS, and web technologies, with strong teamwork and independent project skills.

Technical Skills

- **Languages:** Python, C#, JavaScript, Java, PHP, SQL
- **Tools/Frameworks:** Unity, AWS, Git/GitHub/GitLab, HTML/CSS
- **Expertise:** Gameplay systems & code architecture, REST APIs, Serverless Architecture

Projects

2D Mi'kmaq Language Platformer | Unity, C#
• Designed and implemented player movement and level design to teach Mi'kmaq vocabulary; resolved gameplay bugs to improve usability.

BCI-Controlled 3D Game | Unity, C#
• Designed and integrated Brain-Computer-Interface input with gameplay mechanics; served as Technical Director for implementation.

Serverless URL Shortener | AWS (Lambda, API Gateway, DynamoDB)
• Designed and developed a REST API with automated backups, leveraging serverless architecture for scalability and reliability.

Online Barter Trader App | Java
• Designed and implemented user account system and database connectivity to support product search and management.

Education

Bachelor of Applied Computer Science | Dalhousie University | 2020–2025

Bachelor of Science | Saint Mary's University | 2018–2020

Employment History

Sales Associate | H&M, Halifax, NS | 2024–Present

Meat Department Associate | No Frills, Halifax, NS | 2019–2023

Volunteer Experience

Volunteer | Maritime Jiujitsu, Halifax, NS | 2019–Present

References available upon request.