

Tyler MacDonald

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Objectives

Recent graduate in Applied Computer Science seeking a role in software development, game development, or cloud-based applications. Brings hands-on experience with Unity, AWS, and web technologies, along with a solid foundation in collaborative and independent work.

Technical Skills

- **Languages:** Python, C#, Javascript, Java, PHP, SQL
- **Tools & Frameworks:** Unity, AWS, Git, HTML/CSS
- **Other:** Game Development, REST APIs, Serverless Architecture, Version Control

Projects (see full portfolio for details)

- **2D Mi'kmaq Language Platformer**
 - o Designed to teach children Mi'kmaq vocabulary. Worked as a Junior and Senior Developer on player movement, level design, and bug fixing.
- **BCI-Controlled 3D Game**
 - o Worked as a Technical Director in a team project integrating Brain-Computer-Interface input for controlling gameplay mechanics.
- **Necro Blast (3D FPS Game)**
 - o Contributed to enemy movement scripts and documentation in a collaborative project.
- **Serverless URL Shortener (AWS)**
 - o Solo project using Lambda, API Gateway, and DynamoDB. Developed full REST API with automatic backups via AWS Backup
- **3D Platformer Game**
 - o Solo Unity project: designed, programmed, and tested a complete 3D platformer game.

Education

**Bachelor of Applied
Computer Science**
Dalhousie University

2020-2025

Bachelor of Science
Saint Mary's University

2018-2020

High School Diploma
JL Ilsley High School

2018

Volunteer Experience

Volunteer
Maritime JiuJitsu, Halifax, NS

- Assisted in renovating training area
- Cleaned and sanitized mats regularly to maintain hygiene standards
- Managed waste disposal to ensure clean environment

2019-Present

Employment History

Sales Associate
H&M, Halifax, NS

2024-Present

Meat Department Associate
No Frills, Halifax, NS

2019-2023

Team Member
Tim Horton's, Halifax, NS

2017-2019

References Available Upon Request