Tyler Machanic

EDUCATION

Rochester Institute of Technology — *Bachelor of Science in Game Design and Development* — *Magna Cum Laude*

Graduated December 2024

3.8 GPA. Dean's List since Fall 2020

Related Courses: Computer Science (Python, Java), Game Dev for Programmers (C#, Unity), Data Structures & Algorithms (C++), AI for Game Environments (C#, Unity)

WORK EXPERIENCE

MAGIC Spell Studios, Rochester, NY — *Project Lead*

August 2024 - December 2024

Directed a team of 7 artists and 1 level designer in the development of *Heisteria*. Programmed all aspects of the game including core gameplay systems, state machine-driven guards, an animation controller and support for 2-4 controllers. Coordinated project timelines, including weekly sprint reports to supervisors and presentations to stakeholders, ensuring clear communication of progress and obtaining actionable feedback.

Programming Tutor, Remote

September 2022 - Present

Designed personalized programming lessons for two 4th grade students, focusing on fundamental programming concepts and game design principles. Created weekly lesson plans and assignments, tailoring content to students' individual learning needs and ensuring a strong grasp of programming concepts. Guided students through the game design process, helping them develop interactive projects in Python and Unity, including a Pokemon battle simulator and a bow and arrow combat game.

TIC Summer Camp, D.C — *Programming Counselor*

June 2022 - August 2022

Taught kids aged 6-15 programming at different levels including Scratch, Processing/Java, Python and Unity/C#. Facilitated campers collaborating to create games and other coding projects.

HOBBIES

Game Development, Ultimate Frisbee, Weightlifting, Piano, Cooking, Language Learning (Spanish)

CONTACT

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SKILLS

Languages: C#, C++, Python, Java, C, HTML, CSS, JavaScript, TypeScript

Software: Unity, Visual Studio, VS Code, Maya, Git, GitHub, Trello

Other: Problem Solving, Attention to Detail, Creativity, Team Leadership, Collaboration, Communication

PROGRAMMING PROJECTS

Heisteria:
Jan 2024–Present. Group project. Concept creator and lead developer. Heist themed couch co-op party game made in Unity/C#. Originally a class project, later expanded into a full time internship at MAGIC Spell Studios.

Pirate's Quest:
Feb–May 2023. Group project. Concept creator and lead developer. Pirate themed roguelite with tactics combat made in Unity/C#. Programmed a robust grid-based tactics combat system from scratch.

The Twisting Labyrinth:
Jan–May 2022. Group project. Concept creator and lead developer. Dungeon exploration RPG made in Unity/C#. Programmed an elaborate random maze generation system from scratch using text file inputs and Unity's tilemap system.

Dungeon Heroes:
Jun–Dec 2020. Solo non-academic project. Endless dungeon crawler RPG with turn-based 8v8 combat made in Unity/C#. Programmed an intricate visualized turn-based combat system with status effects, buffs/debuffs and many unique abilities, as well as an endless dungeon with increasing difficulty and a progression system.