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# Tyler Sprowl

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## Education

**Worcester Polytechnic Institute (WPI)** – *Interactive Media & Game Development (B.S.): 2017 – 2022*

## Relevant Skills

Proficient in: C, C++, C#, Github, Java, Perforce, Unity, Unreal Engine

Familiarity with: AWS, CSS, HTML, Javascript, Python, SQL

## Experience

### Intentional Design Studio

- Network & Gameplay Programmer (contract)

February 2022 – July 2022

- Implemented interactions between in-game items and the game world
- Ensured that game state changes were reflected across all network users

- Database Programmer (contract)

February 2022 – July 2022

- Worked with clients to outline requirements and database structure
- Created a database using MySQL and implemented the designed structure

### Worcester Polytechnic Institute

- Events Office Assistant

May 2019 – September 2021

- Scheduled a variety of events across campus
- Worked to communicate with event contacts in a timely manner
- Answered questions from event schedulers and directed them to appropriate resources
- Offered on-site event assistance to over 100 events, ensuring their logistical success

- Campus Center Building Manager

September 2018 – May 2021

- Managed the Rubin Campus Center
- Answered visitor questions and gave directions about the surrounding area
- Checked out items to students and ensured their timely return
- Routinely closed the building

## Projects

### **Medusa**

- Lead Programmer, Writer

August 2020 - May 2021

- Worked with 3 designers and artists to create a game with the goal of garnering empathy for the titular character
- Wrote and programmed in-game dialogue, created enemy AI, and implemented a combat system

### **PAX East 2020**

- Booth Planner

August 2019 - March 2020

- Successfully planned and oversaw the design, construction, and staffing of WPI's PAX East Booth with a team of 3 fellow organizers
- Playtested and vetted all games shown

### **Star Trek Application**

- Programmer

October 2019 - December 2019

- Worked with 3 other developers to build a web application that hosted small clips of Star Trek and allowed them to be sorted into playlists
- Made the clips remotely accessible by other students' applications and created two levels of user access, each with different permissions
- Created website scripts and AWS Lambda functions

## Highlighted Coursework

**Computer Science:** Algorithms, Artificial Intelligence, Computer Networks, Database Systems, Graphical Simulations, Software Engineering, Webware

**Game Development:** Digital Game Design 1 & 2, Game Audio 1 & 2, Technical Game Development 1 & 2