

(207) 546-0060
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Tyler Sprowl

Education

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

Relevant Skills

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

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

Experience

Network & Gameplay Programmer, Intentional Design Studio

February 2022 – July 2022

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

Projects

Lead Programmer, Writer, *Medusa*

August 2020 – May 2021

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

WPI Pax Booth, PAX East 2020

August 2019 – March 2020

- Helped plan the WPI booth which presented for the duration of PAX East
- Playtested and vetted all games shown
- Helped organize booth setup and takedown

Related Courses

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

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