(207) 546-0060
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Tyler Sprowl

Education

Worcester Polytechnic Institute — *Interactive Media & Game Development*

2017 - 2022

Related Courses

Computer Science: Algorithms, Computer Networks, Database Systems, Intro to Artificial Intelligence, Software Engineering, Systems Programming Concepts

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

Writing: Storytelling in Games, Writing Characters in Games, Writing Narratives in Games

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
- Helped create a psychological study to go with the game
- Wrote in-game dialogue
- Resulted in a game with enemy AI, a combat system, and a dialogue 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
- Communicated between game devs and booth team

Relevant Skills

Proficient in: C, C++, Github, Java, Perforce, Unity, Unreal Engine 4

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