

Tyler Sprowl

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Objective To go to the Japan Project Center for MQP

Education **Worcester Polytechnic Institute (WPI)**, Worcester, MA May 2021
Bachelor of Science in Interactive Media & Game Development-Tech

Projects

Lead Programmer Jan 2019 - Apr 2019

Worked with a team in order to create multiple games over the course of a semester. Games were developed in a short period of time, refined, and presented. Games were made in a custom engine using Javascript.

Games: *Push It*, *Extrusion*, *Stack Attack*, *Escape from Knossos*, *Forest Fighters*

Computer Networks, WPI Aug 2019 - Oct 2019

Created programs in C that represented the core of networks programming, including TCP connections, client-server interactions, and reliable data transfer protocol. Gained familiarity with the use of Wireshark through weekly labs.

Machine Organization and Assembly Language, WPI Oct 2018 - Dec 2018

Worked with memory hierarchies, caches, stacks, procedures, and low-level I/O on 2-week long projects. Gained familiarity with analyzing and using assembly language and machine code, as well as use of the GDB debugger.

Game Audio I and II, WPI Aug 2018 - Dec 2018

Created and edited stems for a cinematic cutscene with 3 other students as part of a 2-week project. Created a personal sound effects library with 2 other students through the use of Foley recording and sound mixing. Gained familiarity with Reaper (Digital Audio Workstation), game audio concepts and technologies, and working in Unreal Engine 4 implementing environmental audio, triggered, and single instances

Systems Programming Concepts, WPI Aug 2018 - Oct 2018

Created large-scale programs focused on concepts of manual memory managements, pointers, and other system-level constructs in C and C++. Gained proficiency in debugging C and C++, organized documentation practices, and navigating Ubuntu OS

Skills

Proficiency in C, C++, Java, Javascript, Wireshark, Racket, GameMaker, Reaper
Familiarity with Python, R, Netlogo, Unreal Engine 4, Wwise