Tyler Cobb | Gameplay Programmer

https://tycobb582.github.io/

Relevant Skills

- C / C++
- Proficiency in 3D math concepts
- Perforce / GitHub experience
- Unreal Engine experience
- Project management

Relevant Coursework

- Linear Algebra
- Algorithms
- Object Oriented Programming
- Optimization Techniques
- Public Speaking

Relevant Work Experience

Veridian Forge – Gameplay Programmer | May 2023 – Present

- Ported several gameplay items from the prototype to the production build, updated to work within the new code framework features along with added features.
- Created a matchmaking system using Epic Online Services to ensure a smooth player experience throughout the entire matchmaking process.
- Scripting, iterating, and testing gameplay mechanics within an agile development process.
- Communicating frequently with leads to provide feedback on the project and discuss programming solutions.

Shawnee State University – Supplemental Instructor | October 2022 – December 2022

• Assisted up to four students per workday by clarifying assignments, explaining concepts, and helping debug code.

Projects

Isles of Aether (Class Senior Project) - Technical Director | January 2023 - Present

- Developed coding and version control standards for the project.
- Utilizing Unreal's Gameplay Ability System to develop a versatile magic system.
- Scripting animations to create a responsive combat system.
- Overseeing and assisting with the work of eleven other programmers by managing tasks, testing, and performing code review.

Cowboy Defense Force (2023 Epic MegaJam) – Network / Gameplay Programmer | September 2023

- Pitched concepts and ideas to a team of four other developers.
- Advised the team on how to design their code for multiplayer functionality and helped to fix multiplayer related bugs.
- Implemented grenade launcher weapon, game UI, and farming system.

Education

Shawnee State University – Digital Simulation and Gaming Engineering | Fall 2020 – Present

- GPA: 3.98
- Recipient of Shawnee Scholar Award