Tyler Cobb

https://tycobb582.github.io/

Relevant Skills

- Unreal Engine 5 experience
- Perforce / GitHub experience
- C / C++ / C#
- Python
- Proficiency in 3D math concepts

- Network programming
- Concurrent programming
- Object oriented design
- Game design
- AI / Machine Learning

Relevant Work Experience

Veridian Forge - Remote   May 2023 – December 2023
Gameplay Programmer

- Worked in Unreal Engine 5 to implement and iterate on a wide variety of game features for a cooperative multiplayer game.
- Created a matchmaking system using Epic Online Services.
- Utilized Unreal's Gameplay Ability System to build player and enemy mechanics.
- Communicated frequently with leads to provide feedback on the project and discuss programming solutions.

Shawnee State University – Portsmouth, OH   October 2022 – December 2022
Supplemental Instructor – Game Programming Foundations and Operating Systems courses

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

Projects

Isles of Aether – Class of 2024 Senior Project   January 2023 – April 2024
Technical Director

- Utilized Unreal's Gameplay Ability System to develop a versatile magic system.
- Implemented responsive and engaging 3D combat mechanics.
- Oversaw and assisted with the work of eleven other programmers.
- Developed coding and version control standards for the project.

Cowboy Defense Force – 2023 Epic MegaJam   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 – Portsmouth, OH   August 2020 – April 2024
Bachelor of Science in Digital Simulation and Gaming Engineering, summa cum laude