

# Tyler Cobb

## Gameplay Programmer

Development Portfolio: [tycobb582.github.io](https://tycobb582.github.io) Contact: [tycobb582@gmail.com](mailto:tycobb582@gmail.com)

### RELEVANT SKILLS

**Core:** Communication, Problem Solving, Detail-Oriented, Organized

**Technical:** Perforce / GitHub, Debugging, Unreal Engine, Object-Oriented Design

**Programming Languages:** C, C++, C#, Python

### EXPERIENCE

**Programming Lead**, Crowbite Games (Co-founder) – Remote / Portsmouth, OH Feb. 2024 – Present

- Managing all programming tasks for a team of 5 engineers by performing code reviews, providing support, and delegating work.
- Learned how to interact with Discord, GitHub, and Google Sheets APIs, developing a bot which has helped to warn against and prevent merge conflicts within our code repository.
- Participated in the 2024 Shawnee XP Game Accelerator program (Aug. – Nov.), receiving mentorship and advice from industry professionals on subjects such as team alignment, game design strategies, business management, and game pitches.

**Programming Lead**, SSU Senior Studio – Portsmouth, OH Jan. 2023 – Apr. 2024

- Led a team of eleven programmers, delegating work and offering support to hit milestone goals.
- Utilized Unreal's Gameplay Ability System to produce a modular magic system that allowed for rapid addition of content.

**Gameplay Programmer**, Veridian Forge - Remote May 2023 – Dec. 2023

- Formed rigorous quality control habits, proofreading changelogs to improve clarity and testing changes to confirm functionality across all game configurations.
- Conceptualized, implemented, and refined various game features for a cooperative multiplayer experience.
- Engineered matchmaking and lobby infrastructure utilizing Epic Online Services.
- Leveraged Unreal's Gameplay Ability System to quickly craft networked player and enemy mechanics.
- Maintained open lines of communication with project leads, engaging in iterative feedback loops and ensuring alignment with project objectives.

**Supplemental Instructor**, Shawnee State University – Portsmouth, OH Oct. 2022 – Dec. 2022

- Bolstered debugging skills through examination of different individuals' code, developing effective tactics for uncovering the root cause of issues.

### EDUCATION

**Shawnee State University** – Bachelor of Science in Simulation and Gaming Engineering (summa cum laude)