

Tyler Tomaseski

Technical Producer & Unity Consultant

Portfolio: www.TyFolio.com

Email: Tyler@DreamToaster.com

Locale: Dallas, TX

Technical Skills

Engines	Unity, Unreal Engine 2
Languages	C#, C++, C
Versioning & PM	Git, Perforce, Jira, Confluence, Notion
Platforms	Switch, PS4, XBI, VR, Android, iOS, Windows, Mac, and Linux
Other Experience	Optimization (Profiling, Jobs Systems, DOTS, etc) Tech Art (Shaders, Animation Tooling, Custom Asset Types, etc.)

Production Skills

Planning	Project Budgeting & Scheduling Stakeholder Communication
Execution	Sprint Planning, Backlog Management Agile Methodology

HONK: V-Tuber Lipsync Suite – Sole Developer

2022
Dream Toaster

- Unity, Oculus APIs
- Market research, developed product, developed brand & marketing materials, community management, and coordinated bug logging and software-as-service agile releases

Eronoctosis & Devotion DLC – Technical Producer & Lead Engineer

2021-2022
Dream Toaster

- Unity, Mirror networking
- Managed tasks, schedules, made the game, and brought the game to market

Risk of Rain 2 – Lead Programmer & Director

2021-2022
Gearbox & Dream Toaster

- Unity consulting
- Created platform systems & APIs to abstract existing Windows code
- Spearheaded post-release optimization efforts

Star Wars: Republic Commando (Switch/PS4 ports) – Unity Consultant

2020-2021
Aspyr & PolyKnight Games

- Unreal Engine 2
- Project budgeting, pitching, team building, and management through development
- Additional engineering support as needed

Doom & Doom 2 (PS4/XBI/Switch/Mobile) – Unity Consultant

2019-2020
Nerve

- Unity consulting & training
- Doom Unity conversion API
- UI, localization, console porting, save system, etc.

InnerSpace – Lead Programmer & Director

2016-2019
PolyKnight Games

- Project management, partner relations
- Coordinating art, design, and code creative visions
- Hiring & securing funding
- Training new engineers
- Gameplay, console porting, optimization, editor tooling, tech art