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, XB1, 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/XB1/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