Tyler Small

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EDUCATION

Bachelor of Science in Computer Science   August 2019

Clemson University

<u>Programming languages</u>:

C, C++/CLI, C#, Objective C, Java, ARM, Lua, JS/React, Python

Things You'd Want To Know:

-Experience <u>leading</u> a team in an <u>agile</u> work environment (Scrum based)

-Experience working with non-technical clients and <u>extracting requirements</u>

-Extremely familiar with digital audio work environments (FL Studio, Reaper, Cubase)

-Familiar with F-Mod/Wwise

-Have implemented (and composed) sound for a game, as well as created a sound player for a game engine.

SPECIFIC TECHNICAL SKILLS

Version Control (Git)

GUI design in C++/React-Native/Qt

Object Oriented Design Practices

Windows/Linux development

Unreal Engine 4 / Unity

Graphics Pipeline (OpenGL, GLSL)

Audio frameworks (Juce/Steinberg's VST SDK)

Projects

Commercial Mobile App: I am project leader on development of an IOS/Android app that sets up video calls automatically between doctors and translators to assist non-English speaking patients for the Greenville Free Health Clinic. (JS/ React-Native/ Java/Objective C)

TGI : (Twitch-Game-Integration) A plugin for Unreal Engine / Unity that integrates twitch chat into the game engine – allowing chat commands to run custom code inside of your game. (C#/C++/CLI)

Cling: A game engine built on the Juce framework that currently features: loading of shaders, textures, playing audio, and loading 3d models. The game will have a 2d, 3d, and virtual reality platform after this semester. (C++)

Artemis: A game created in under 2 months using Unity: Multiplayer FPS with hit registration, AI, and Twitch integration. (C#/C++)

REPOSITORY

https://github.com/vxlk

Includes work in:

GUIs	Audio Signal Processing	libcURL
OpenGL/OpenCL	GLSL	SDL
OOP Design Patterns	Web Sockets	Unreal Engine/Unity