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# EDUCATION

**Bachelor of Science in Computer Science** August 2019

*Clemson University*

Programming languages:

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

***Things You’d Want To Know:***

-Experience leading a team in an agile work environment (Scrum based)

-Experience working with non-technical clients and extracting requirements

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

-Familiar with FMOD/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 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