Tyler Thompson, Game Programmer
Mobile: (440) 409-8343 | Email: tjthomps@andrew.cmu.edu | Portfolio: https://tjthomps.wixsite.com/website

Education:

Carnegie Mellon University, Entertainment Technology Center (ETC)
Pittsburgh, PA
Master of Entertainment Technology — May 2021

University of Pittsburgh
Pittsburgh, PA
B.S. in Computer Engineering — April 2019

Relevant Coursework:

Building Virtual Worlds (ETC, Fall 2019), **Game Implementation** (University of Pittsburgh, Spring 2019), **Game Design and Implementation** (University of Pittsburgh, Fall 2018), **Software Engineering** (University of Pittsburgh, Spring 2018), **Algorithm Implementation** (University of Pittsburgh, Fall 2017), **Computer Organization and Assembly Languages** (University of Pittsburgh, Fall 2017), **Introduction to Systems Software** (University of Pittsburgh, Fall 2017)

Skills:

Coding Languages: C#, C++, C, Java, JavaScript, HTML, CSS
Applications: Unity, Visual Studio, Eclipse, Microsoft Office Suite
Platforms: Windows, Magic Leap, HTC Vive, Phidgets, CAVE

Academic Projects:

Building Virtual Worlds, Programmer/Producer, ETC, Fall 2019

- Programmed 5 rapid prototypes in 1-3 weeks per prototype on teams of 5 (2 programmers, 2 artists, and 1 sound designer)
- Developed code using rapid prototyping techniques, Unity, and C#
- Iterated code using feedback from playtests
- Utilized non-traditional input devices (Magic Leap, Phidgets, etc.)
- Developed VR games using the HTC Vive and Oculus

Game Implementation, Programmer, University of Pittsburgh, Spring 2019

- Programmed 3 Unity projects in C# given 1 month per project
- Developed an understanding of AI pathfinding using navmeshes
- Utilized Unity primitives for rapid prototyping
- Developed VR capabilities using the HTC Vive

Europa, Lead Physics Programmer, University of Pittsburgh, Fall 2018

- Programmed a 3 month long project on a team of 10
- Utilized C++ to build the game from the ground up without a game engine
- Scheduled and oversaw meetings for the physics sub-team
- Integrated physics module with modules produced by the AI and procedural generation sub-teams

Pittsburgh Light Rail Bid, Moving Block Overlay Programmer, University of Pittsburgh, Spring 2018

- Programmed a 3 month long project on a team of 6
- Adapted to changing client (professor) demands using an agile software development strategy
- Documented project plans, project results, and tests
- Integrated moving block overlay module with 5 other modules into one cohesive system

Prior Work Experience in Technology:

Swanson School of Engineering (SSOE), Web Management/Marketing Intern, Summer 2017 – Summer 2019

- Designed new web pages using HTML and CSS
- Updated preexisting web pages with new information
- Communicated with SSOE faculty members to understand what they needed added to the site
- Maintained records of information important to the marketing department
- Worked full time during summers and part time alongside classes during the fall and spring