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:

Computer Game Programming (Carnegie Mellon University, Fall 2020), **ETC Interdisciplinary Project** (ETC, Spring 2019), **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 PC, Magic Leap, HTC Vive

Academic Projects:

ETC Interdisciplinary Project: Game Pre-Production, Programmer, ETC, Spring 2020
- Worked with an interdisciplinary team on pre-production to prove new game mechanics in a turn-based strategy game
- Prototyped and playtested new key mechanics in C# using Unity based off communications with system designers
- Documented project and wrote code with an emphasis on readability that could be passed off to another team next semester
- Utilized algorithms typical in game programming for the purposes of pathfinding and other key gameplay features

Building Virtual Worlds, Programmer, 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)
- Utilized traditional (Unity, C#) and non-traditional (Phidgets, CAVE, etc.) software and input devices
- Developed VR games using the HTC Vive and Oculus Rift

Game Implementation, Programmer, University of Pittsburgh, Spring 2019
- Programmed 3 Unity projects in C# given 1 month per project
- 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 student-driven project on a team of 10
- Utilized C++ to build the game from the ground up without a game engine
- Directed implementation of the physics module and integrated it with the AI and procedural generation modules

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 for the MBO, and integrated it with 5 other modules into one system

Prior Work Experience in Technology:

Electronic Arts, Maxis Mobile Quality Engineering, Intern Software Engineer, May 2020 – August 2020
- Researched behavior-driven development (BDD) and made assessments to the ROI of various BDD tools
- Communicated with primary stakeholder to gather requirements related to BDD research and tools
- Presented, documented, and developed tests using BDD tools while giving suggestions as to the use-cases of each option

Swanson School of Engineering (SSOE), Web Management/Marketing Intern, Summer 2017 – Summer 2019
- Designed new web pages and updated preexisting web pages using HTML and CSS
- Communicated with SSOE faculty members to understand what they needed added to the site
- Worked full time during summers and part time alongside classes during the fall and spring