TYLER WOOD

GAMEPLAY PROGRAMMER / GAME DESIGNER

CONTACT

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Stoke-On-Trent

https://donk-e.github.io/

LinkedIn Page

SKILLS

- C#
- C++ (including Unreal Engine)
- Level Design
- Debugging

SOFTWARE

- Unity
- Unreal Engine
- GitHub
- Hammer Editor
- Arduino

LANGUAGES

- English (Native)

HOBBIES

- Wood Carving
- Hiking
- Crochet

REFERENCE

Luke Barsby
Lecturer at University of Staffordshire
Email : luke.barsby@staffs.ac.uk

PROFILE

I am a graduate BSc (Hons) Games Design and Programming student from the University of Staffordshire. I've been making projects in Unity and Unreal for 4 years; my main focuses are in programming gameplay systems and experimenting with game design to create fun and unique experiences for the player.

EXPERIENCE

In and out of university, I have developed skills in gameplay programming and game design, and I aim to make any system I program take scale-ability into consideration when necessary.

Using Valve's level editor Hammer, I designed and built a Team Fortress 2 map. After playtest iteration with peers, I published it to Steam.

Working within a team using Unreal Engine to create a vertical slice which had wall climbing insect enemies. As Unreal does not support wall climbing we used a plugin, and using C++, I worked on optimising and refactoring this plugin from UE4 to UE5.

As many of my projects have been developed using Unity, I have experience using its software to rapidly prototype systems such as creating a unique character controller to quickly test game feel or new enemy types to test compatibility.

PROJECTS

Using NFC technology to elevate gameplay:
Programmed in Unity using an Arduino as a peripheral, this project has three physical models representing in-game characters that the player can scan to hot-swap to that character to solve puzzles. Using an Arduino did present some challenges as it runs on a different thread than the engine by default which I needed to accommodate for.

Multiplayer Co-Op game:
A chaotic 2-player co-op game made with Unity utilising its multiplayer-focused packages and custom RPCs. It uses an asymmetrical design; one player is able to fly and needs to carry the other to unreachable places, while the other can travel through holes to hidden areas.

EDUCATION

Bsc(Hons) Computer Game Design and Programming
University of Staffordshire | Stoke-On-Trent 2023-2026
Grade : 2:1