

# Tyler Sims

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[GitHub](#) | [LinkedIn](#) | [Portfolio](#)

## EDUCATION

### Bachelor of Game Design

Full Sail University

Feb 2018 - Sep 2020

Winter Park, FL

## SKILLS

Languages: C#, Java, Python, JavaScript

Development: Unity, Godot, .NET Framework, WebGL, Android, Docker, Linode, Linux

Tools: Git, Plastic SCM, Perforce, Figma, Jira

Soft Skills: Leadership, Collaboration, Problem-Solving, Communication, Adaptability, Attention to Detail

## EXPERIENCE

### 302 Interactive

Jan 2021 - Oct 2024

Software Engineer

Orlando, FL

- Developed and launched an arcade game, driving local engagement in Orlando and increasing brand awareness.
- Built a Unity SDK plugin in Java and C++ to streamline AR Glasses app development, enhancing accelerometer functionality and integrating smoothly with Unity's input system.
- Collaborated with Niantic to create an AR Android game, utilizing advanced environment detection technology to deliver immersive, outdoor gaming experiences.
- Led a cross-functional team in developing WebGL games, significantly boosting the company's online presence and social media engagement.
- Managed client relations and ensured product alignment with client goals, achieving a high level of client satisfaction and retention.

### CyberDream

Sep 2020 - Oct 2021

Software Engineer, Contract with Steamroller Studios

Mt. Dora, FL

- Developed interactive gameplay systems enabling players to manipulate objects within puzzle environments, adding depth to player engagement.
- Coordinated with the animation director to design custom camera motions for cinematic scenes, aligning with creative vision and enhancing the storytelling.

Software Engineer, Contract with DiSTI

Orlando, FL

- Integrated XML with Unity objects to link document elements with in-game actions and animations, streamlining the creation of military training simulations.
- Created Python scripts to manage and organize large asset libraries, enhancing efficiency in asset retrieval and document structuring.

### Cerulean Interactive

Jan 2021 - Jul 2021

Software Engineer

Orlando, FL

- Designed and optimized gameplay systems for in-game resources (e.g., weapons, health), improving user experience and engagement.
- Developed dynamic UI systems to provide an intuitive, user-friendly interface across various platforms.
- Conducted QA testing to maximize game performance across multiple devices, improving accessibility and reducing potential issues.

### Tyler-Sims.com

Oct 2024 - On Going

Full Stack Developer

Trussville, AL

- Designed and deployed a portfolio site, praised for its user-centered layout and effective showcase of portfolio pieces, using HTML/CSS, JavaScript, and Linode for deployment.

### Knight's Chess Android App

Oct 2024 - Oct 2024

Unity Developer

Trussville, AL

- Developed a mobile game in Unity with custom UI and a leaderboard feature, enhancing player engagement through score comparison and a profanity-filtered username system.

### User Interface Tools for Unity

Jul 2024 - On Going

Unity Developer

Trussville, FL

- Created modular UI tools to streamline menu navigation and button interactions, significantly reducing development time and improving the user experience for future projects.