

Tyler Pierri | Curriculum Vitae

General Info:

21 years old

Year 3 University student

Graduate June 2023

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07794 165956

Willing to relocate

Car owner

Technical Skills:

- Languages: C# - (3 years), C++ – (1 year), UE4 Blueprints - (1 year)
- Game engine: Unity – (3 years), Unreal – (1 year)
- 2D Drawing software: Aseprite – (3 years)
- 3D modelling software: Maya - (6 months), Blender – (1 year)
- 5 years of customer service
- 2 year of team management

General Skills:

- Verbal communication skills
- Creativeness
- Statistic analysis
- Documenting writing
- Organisation skills
- Team work promotion

Achievements:

- Created a online multiplayer Arena Shooter capable of hosting hundreds of users
- Released a game on Google play Solo (Warped Lite – by a hopeful student)
- Set the University Standard of how to achieve 100% in a course

Created over 30 different projects with unique experiences such as:

- LAN and WAN multiplayer systems integrated using photon servers.
- Use multiple advanced movement methods and inputs
- AI integration using both custom and inbuilt systems in game engines such as Finite State machines, Rule Based Systems and Behaviour Trees
- Loot systems such as RNG drops with individual item chances and even Loot box systems
- Different use of art styles such as pixel art and low poly in both 3D and 2D (Side Scrolling and top down) views
- Integrating Quality Assurance methods into projects to keep them organised

Experience:

- Octopvs bar – Crawley, Bartender – 2 years
- 2 Game Jams experiences
- Fully published a game outside of university
- Lead 2 major University group projects

Education:

Currently studying at:

De montfort university Leicester

Games Production Bachelor of science – 2020

Finished Studies:

Collyers Horsham

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Sub Diploma in IT – Distinction

Diploma in business – Distinction * x 2

Interests:

- Drawing concepts for new game ideas
- Play vast amounts of different styled games in different genres for inspiration as well as passion
- Test different concept ideas with experimentation in game engines
- Attend social venues with friends such as quizzes, go karting and cinemas (love Marvel)