Tyler Tomaseski

Interactive Media Programmer & Designer

Phone: (214) 726-6591
Locale: Dallas, TX
Email: TylerTomaseski@gmail.com

Proficiencies

- Unity (C#, gameplay, editor tools, build pipelines, etc.)
- Unity for Xbox One, PS4, Switch, Android, iOS, Windows, Mac, and Linux
- OpenGL & DirectX
- C++, C, and Javascript
- GIT & Jira
- Adobe Suite

- Shaders (HLSL/CG & Amplify Shader)
- Profiling & optimization
- Software architecture
- Console & mobile ready design patterns
- Rapid prototyping
- 3D math (quaternions, matrices, etc.)

Experience

Programmer and Director for InnerSpace
PolyKnight Games LLC

InnerSpace is an exploration flying game for Xbox One, Switch, PS4, Windows, Mac, and Linux. I worked on InnerSpace for 4-years, at first part time and later full-time as we became published by Aspyr. Throughout the majority of the project I was the game's only programmer. I learned hard lessons about software architecture, performance, and maintainable code. I also further developed my soft-skills: collaboration with a cross- disciplinary team, coordination and communication with other programmers, and leadership skills.

InnerSpace
PolyKnight Games

Doom & Doom 2
Nerve Software

I worked with Nerve Software, id, and Bethesda to bring Doom & Doom 2 to modern hardware. PS4, Xbox One, Switch, iOS, and Android. I was the first engineer on the project and worked full-time on the project until it's completion. I was the resident Unity expert but also assisted with all aspects of the game to help bring it to life since it was a relatively small team. UI systems, platform-specific systems, leveraging Bethesda/id APIs, modifying idTech 1 code, netcode, and build automation are some of the things I worked on.

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Various Contracts
PolyKnight Games

I've also worked various contracts under PolyKnight Games. The two most recent being NexTech AR (an android port of their iOS AR platform), an educational boating game, and an educational investment game. This has granted me some experience with various workflows, pipelines, and technologies. WebGL, mobile, AR, and ancient-code, I've had a blast working with all of it.

BS degree in Software Engineering
UTD's Erik Jonsson School of Engineering and Computer Science

You learn a lot more in the process of shipping a title. But, my time in University gave me a background in mathematics, data structures, design patterns, discrete mathematics, and so on. I also took all of my electives at the college's ATEC program, which gave me a basis for game-design and collaboration.

Community Organizer
Dallas Society of Play

I'm a community organizer for the Dallas Society of Play. A non-profit in the DFW area that organizes monthly events. Game-jams, post-mortems, mini-conventions, and special speakers are some of the events I've organized. We manage a healthy and inclusive community for newcomers, indie-devs, and professionals in the industry.

15 Game Jams
Various game jams, done with others and done solo.

Mostly made in Unity, Game Jams are how I've prototyped and learned new systems in the Engine. Game jams are how I made the jump from regular programmer to a game-programmer. I've grown to work well under stress, manage milestones, cut scope, and communicate efficiently.