

Tyler Thompson

Gameplay Software Engineer

(440) 409-8343 | tylerjackthompson@gmail.com | <https://www.tylerjackthompson.com>

Shipped Games

Maxis Studios: [The Sims 4 Horse Ranch](#), [The Sims 4 Lovestruck](#), [The Sims 4 Enchanted by Nature](#)

Trigger XR: [Jurassic World Dinotracker AR](#)

Skills

Coding Languages: C++, C#, Python, ActionScript

Applications: Unreal Engine, Unity, Git, Perforce, Visual Studio, JetBrains PyCharm, JetBrains Rider

Platforms: Windows PC, MacOS, PlayStation, Xbox, iOS, Android

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

Professional Experience

Electronic Arts, Maxis Studios, Gameplay Software Engineer II, December 2024 – October 2026

Gameplay Software Engineer, June 2022 – December 2024

The Sims 4 Enchanted by Nature, Create A Sim and Balance System

- Coordinate across disciplines to gather requirements and formulate implementation plans in technical design
- Act on implementation plans using C++, Python, and ActionScript to complete pack features within provided
- Debug issues for both new pack features and known legacy bugs in order to fix bugs quickly
- Participate in TDD and code reviews, giving and receiving feedback, to ensure high overall code quality

The Sims 4 Lovestruck, Core Dating Gameplay and Romantic Blanket

- Coordinate across disciplines to gather requirements and formulate implementation plans in technical design
- Act on implementation plans using C++, Python, and ActionScript to complete pack features within provided
- Debug issues for both new pack features and known legacy bugs in order to fix bugs quickly
- Participate in TDD and code reviews, giving and receiving feedback, to ensure high overall code quality

The Sims 4 Horse Ranch, Horse Buying/Selling and Horse Portals

- Coordinate across disciplines to gather requirements and formulate implementation plans in technical design
- Act on implementation plans using C++, Python, and ActionScript to complete pack features within provided
- Debug issues for both new pack features and known legacy bugs in order to fix bugs quickly
- Participate in TDD and code reviews, giving and receiving feedback, to ensure high overall code quality

Trigger XR, Software Engineer, July 2021 – June 2022

- Worked with programmers and designers on AR apps for clients, including Verizon and Universal Pictures
- Developed primarily iOS and Android AR applications using C# and Unity; also developed for MacOS
- Spun up a new project as the sole initial engineer on Jurassic World Dino Tracker AR
- Participated in Agile training from Scrum Alliance and received Certified Scrum Developer Certification

Electronic Arts, Maxis Mobile Quality Engineering, Intern Software Engineer, May 2020 – August 2020

- Worked with teams developing Battlefield Mobile for the EA studio Industrial Toys
- Researched behavior-driven development (BDD) and made assessments to the ROI of various BDD tools
- Communicated with primary stakeholder, Industrial Toys QA team, to gather requirements for BDD research
- Presented, documented, and developed tests using BDD tools while recommending use-cases for each option