

Tyler Thompson

Gameplay Software Engineer

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Shipped Games

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

Trigger XR: [Jurassic World Dino Tracker AR](#)

Professional Experience

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

Gameplay Software Engineer, June 2022 – December 2024

- Coordinate across disciplines to gather requirements and formulate implementation plans in technical design documents
- Act on implementation plans using C++, Python, and ActionScript to complete pack features within provided estimates
- 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 to develop XR apps for clients, including Verizon and Universal Pictures
- Developed primarily iOS and Android augmented reality applications using C# and Unity; also developed for MacOS
- Spun up a new project as the initial engineer on Jurassic World Dino Tracker AR
- Participated in Agile training courses 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 and tools
 - Presented, documented, and developed tests using BDD tools while recommending use-cases for each option
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Skills

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

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

Platforms: Windows PC, MacOS, PlayStation, Xbox, iOS, Android, HTC Vive, Oculus Rift

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

Academic Projects

ETC Project: Team HotSpot, Programmer, ETC, Fall 2020

- Developed an in-person game experience using Boston Dynamics' Spot robot with an interdisciplinary team of six
- Programmed using Python to control Spot, Arduino's C/C++ dialect to control other physical aspects of the experience such as feedback LEDs, and C# with Unity on a PC to communicate between Spot and the Arduinos
- Collaborated with designers to create prototypes which could be playtested and iterated upon until playtest results were positive and Boston Dynamics' requirements were met

Computer Game Programming, Programmer, Carnegie Mellon University, Fall 2020

- Learned how to use C++ without a game engine for 2D and 3D game development, including graphics and sound
- Developed seven one-week games individually covering the core features needed for a ground-up game engine
- Worked with a team of four programmers coding, writing, and designing a six-week final C++ game project

ETC Project: Game Pre-Production, Programmer, ETC, Spring 2020

- Worked with an interdisciplinary team of six on pre-production to prove new mechanics in a turn-based strategy game
- Utilized algorithms typical in game programming for the purposes of pathfinding and other key gameplay features
- Prototyped and playtested new key mechanics in C# using Unity based off communications with system designers
- Documented project and wrote code with an emphasis on readability that could be passed off to another team