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 Dinotracker AR

Skills

Coding Languages: C++, Python, ActionScript, C#
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 I, June 2022 – December 2024

- Coordinated across disciplines to gather requirements and formulate implementation plans in technical design
- Acted on plans using C++, Python, and ActionScript to complete pack features within provided estimates
- Debugged issues for both new pack features and known legacy bugs in order to fix bugs quickly
- Participated in TDD and code reviews, giving and receiving feedback, to ensure high overall code quality
- Assisted more junior engineers with feedback and guidance, most closely when onboarding new engineers
- Refactored major parts of Sim AI to improve performance and provide extra levers to control Sim behavior

The Sims 4 Enchanted by Nature, Create A Sim and Balance System, Released 2025

- Gameplay owner for Create A Sim updates, including the addition of the Fairy Sim occult
- Updated Create A Sim UI to allow for selecting a fairy and choosing between fairy parts, painting wings, toggling between fairy and human form, and accommodating new part types
- Updated C++ side Sim genetics code to generate fairies and Sims with new non-fairy specific part types
- Gameplay owner for Balance System, including all UI and new tunables for designers to control the system

The Sims 4 Lovestruck, Core Dating Gameplay and Romantic Blanket, Released 2024

- Gameplay owner for the core gameplay loop of the expansion pack, which was dates between Sims
- Added new situation type for Sims on planned dates, with goals relevant to player selected date activities
- Updated Sim AI to prevent other Sims from intruding on exclusive situations, which included dates
- Gameplay owner for romantic blanket object, which required close collaboration with the animation team

The Sims 4 Horse Ranch, Horse Buying/Selling and Horse Portals, Released 2023

- Gameplay owner for horse buying/selling, which included implementing new UI and new tunables used by designers to control the traits of the horses generated by the buying UI and to control the cost of horses sold
- Gameplay owner for horse portals, which included implementing new tags to be applied to doors, gates, etc. that could then control whether or not horses could pass through the portals
- Bug fixing both of those features, as well as bug fixes for horse animations and horse pathfinding

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

- 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