

Tyler Bye

815-988-9288 | tjbye05@gmail.com | tjbye.dev | www.linkedin.com/in/tjbye | github.com/ZorioDEV

OBJECTIVE

Seeking a gameplay programmer co-op/internship utilizing skills in C++ and Unreal Engine. Available Summer 2026.

COMPUTING EDUCATION

Rochester Institute of Technology, College of Computing and Information Sciences

Bachelor of Science, Game Design and Development

Rochester, NY

Anticipated May 2028

- **Minors in Computing Security and Japanese**
- GPA: 3.85
- Dean's List ALL Semesters
- Awarded Presidential Scholarship and RIT Grant

Relevant Coursework: Interactive Media Development, Development for Real-Time Simulations and Games, Problem Solving with Data Structures and Algorithms, Math Graphical Simulation I, Discrete Mathematics

TECHNICAL SKILLS

Languages | C#, C++, Python, JavaScript, HTML, CSS, Unreal Engine Blueprints

Tools | Perforce, GitHub, Unreal Engine, Unity, MonoGame, Visual Studio, Visual Studio Code, Trello, Notion, Discord, Slack, Maya, Blender, Adobe Photoshop, Adobe Illustrator, Adobe After Effects, Adobe Premiere Pro, Sony Vegas Pro

Operating Systems | Windows, iOS, Android

EXPERIENCE

MAGIC Spell Studios | Traver Program

Rochester, NY

Software Engineer

April 2025 - December 2025

- Developed a productivity and decorating application using Unity (C#), implementing account services, customization system, and task management tools to improve engagement and optimize workflows for users.
- Utilized GitHub for version control and collaborative development to troubleshoot and resolve technical challenges, ensuring smooth and reliable application functionality.
- Applied Agile practices to coordinate product planning, cross-functional teamwork, and stakeholder engagement throughout the development lifecycle.

GDC Festival of Gaming

San Francisco, CA

Conference Associate

March 2026 - March 2026

- Assisted GDC attendees with check-ins, directions, and event logistics while monitoring sessions to ensure a positive attendee experience.

PROJECT EXPERIENCE

The Trials of Loch | [Demo Video](#) | *Academic*

March 2025 - May 2025

- Developed a top-down SHMUP game in a team using MonoGame (C#), where an up-and-coming wizard combats monsters in a dungeon to complete his final exam.
- Collaborated in a small team on game mechanics, level design, and player controls to create an engaging and challenging gameplay experience.
- Applied skills in object-oriented programming, collision detection, sprite management, and team-based software development (GitHub) workflows.

Turbo Town Thrash | [Google Play Page](#) | *Personal Project*

November 2023 - June 2024

- Developed and published a fast-paced endless runner mobile game in Unreal Engine 5, featuring hover go-kart gameplay through a dynamic, city-like environment.
- Implemented high score tracking, coin collection, power-up abilities, and unlockable skins to enhance player engagement and replayability.
- Applied and expanded skills in Blueprint visual scripting, Niagara VFX, materials/shaders, UI/UX design, physics, audio systems, and game packaging/deployment.