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https://tsprowl.github.io/

# Tyler Sprowl

## Education – Worcester Polytechnic Institute (WPI)

*B.S. Interactive Media & Game Development: 2022*

## Skills

- Unity, Unreal Engine, C#, HTML, CSS, Java, SQL, Javascript, Python, Github.
- Time management, communication, multi-tasking, attention to detail, problem solving, self-motivation.

## Experience

### Jazz History Database – Web Developer

February 2023 - current (contract)

- Updated web pages to reflect new information within the JHDB
- Fixed bugs and maintained site integrity
- Ensured stylistic consistency was maintained between web pages

### D&D Skunkworks – Junior Programmer

April 2023 - May 2023 (contract)

- Created tutorial system, including in-game dialogue and help windows
- Documented and reproduced bugs in order to assist the Quality Assurance team
- Worked independently in a remote environment during a critical portion of development

### Intentional Design Studio – Gameplay & Network Programmer

February 2022 - July 2022 (contract)

- Modified network systems to ensure game state changes were reflect to all users
- Developed systems to implement interactions between in-game items and the game world

### Intentional Design Studio – Database Programmer

February 2022 - July 2022 (contract)

- Worked within an Agile team environment to develop a database-driven web application
- Worked with clients to outline requirements and database structure
- Created a database using MySQL and implemented the designed structure