Tyler Tavaglione

Video Game Designer

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Career Objective: As a Video Game Designer, I want to create beautiful immersive worlds in a positive work environment that will benefit from my various skills as a game designer.

Qualification Summary:

- Experienced in working in various game engines,
- Familiar in implementation of different assets in various game engines,
- Experience in scripting (C++) and blueprinting,
- Teaching and working with others how to complete a task in a more productive manner,
- Managed teams of multi-disciplinary colleagues towards a path of completion and polish,
- Experienced in various digital art software (Photoshop and Corel Painter and Corel Draw),
- Working in multiple test environments,
- Uploading to IBM Rational ClearCase,
- Managing my task progression with ClearQuest

Experience:

Kleptos from Outer Space (Big team of 30): Kleptos from Outer Space is a 3D On-Rails Co-op Typing Shooter, set on the GMU campus. Players will have to survive through waves of aliens using the best weapon at their disposal, typing. The game features a 1950s space race era movie aesthetic with a campy style of humor. https://skyboygames.itch.io/kleptos-from-outer-space

- I worked on the character and enemy design, worked with programming to create encounters for the level, set up the camera rig for the On-Rails movement, communicated between all teams the pipeline for the game, and also tested the game for bugs using different types of programs to document the bugs like Sourcetree, Trello, Google Docs, and Microsoft Excel.

The Owl (Small team of 14): A game utilizing the Xbox Kinect and Unreal Physics engine, where the player creates music by moving and using in game fidgets. Players will also have the option to complete sequences that will produce a short song with hand gestures and movement.

- I worked on the character design and environment widget design, documented what sound effects we need for the game, tested the game using the Xbox Kinect and documented any bugs using Sourcetree and Microsoft Excel.

Glow (Small team of 4): Glow is a 2D side-scrolling adventure game using both 2D and 3D assets, where you control a glowworm with special colorful powers named Krohl. Solve puzzles and escape from big and scary predators using the glow from Krohl's body in order to reunite Krohl to his home. Download: https://game.gmu.edu/senior-expo-2020-glow/

- I worked as the team lead and lead designer, designing the characters and enemies, puzzle designer, level designer, implementation, lead programmer, programmed the character movement, light powers, created a pipeline for the team to follow, using project management programs like Trello.

Other Experiences:

SAIC Customer Service Center Representative Government Contractor for Asset Forfeiture (Small team of 4):

- I answered calls and emails from users across the country and US territories, giving technical troubleshooting techniques on how users can get access to the Asset Forfeiture Systems Portal.
- I worked on additional tasks for senior members in the program. Tasks like creating audit templates in Excel and research to fill out audit questions.

SAIC Software Tester Government Contractor for Asset Forfeiture

(Large team of 20):

- Worked in many different testing environments of the Asset Forfeiture Portal (AFP) online system.
- Created TestCases on how/ what to test for a given Work Request/ Change Request
- Did Regression Before and After Testing, Production Testing, and Touch Testing.
- Gathered Artifacts and created testing documents to compare with the Specification documents and the corresponding Analysis Sheet.
- Uploaded testing documents and artifacts to IBM Rational ClearCase and updated workload progress on IBM Rational ClearQuest

Education:

BFA in Computer Game Design.