

Tyler D. Wiebe

Game Developer



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SKILLS

Teamwork

Problem Solving

Working Alone

Leadership

Quick Learner

PROGRAMMING LANGUAGES

C#

Full Professional Proficiency

Shell

Professional Working Proficiency

Java

Limited Working Proficiency

Python

Limited Working Proficiency

C++

Limited Working Proficiency

INTERESTS

Video Games

Astrophotography

Rubiks Cubes

Programming

Sports

WORK EXPERIENCE

Junior Game Developer Defiance Game Studio

07/2021 - 06/2024

Small Indie game development studio

Achievements/Tasks

- Tools Used: Unity, Visual Studio, SourceTree (Git), Terminal, VNC, XCode, VIM, Jira, Confluence
- Languages Used: C#, Shell Scripting
- Developed core system features using C# and Unity
- Developed core custom physics scripts for Unique Physics functionality within Unity
- Designed and Developed custom Automated Build Pipeline Scripts
- Interfaced with Level Designers, Artists, Audio Designers to support and Build tools and systems to aid in their work within Unity
- Tested and Debugged C# scripts

Contact : Thomas Henshell

Framer TMAKS Carpentry

06/2020 - 09/2020

Achievements/Tasks

- House Framing
- Reading/Interpreting Blueprints

Research Assistant, Applied Research Lab, Trinity Western University

Dr. Herbert Tsang

05/2019 - 07/2019

Worked as a research assistant under Dr. Tsang at Trinity Western University

Achievements/Tasks

- Wrote and published a peer reviewed paper
- Debugging, Testing of RNA prediction/design algorithm
- Code Development
- Data Analysis
- Quickly Learn the Field of Study

Customer Service Wiebe Truck Parts Inc.

05/2018 - 08/2018

Buy wrecked semi-trucks, part them out, sell the parts.

Achievements/Tasks

- Data Entry
- Receiving Part Orders
- Ensuring Deliveries are on route
- Sales
- Invoicing

INTERESTS

Board Games

Reading

TECHNICAL PROJECTS

Game Development Project 1 (01/2020 - 04/2020)

- Worked in an Agile Environment
- Lead the team as Project Manager
- Writing C# scripts for Game Features

Game Development Project 2 (09/2020 - 04/2021)

- Developed a Multiplayer Party Game in a Team Setting
- Lead the team as Project Manager
- Participated in Weekly Code Review
- Writing C# scripts for Game Features
- Worked with Audio Systems to augment Sound Effect

DNA-Protein Binding Specificity Binary Classification (01/2021 - 04/2021)

- Wrote and Developed LSTM program to do Binary Classification
- Worked with Anaconda Environment and Cuda Cores
- Desinged and Developed using Keras and TensorFlow Packages in Python
- Debugged and Tested the program to make sure it was running properly
- Gathered and Analyzed Data after successful runs.
- Presented a Technical Analysis of Data Gathered and the success of the Algorithm for the Research Question
- Wrote up a Mathematical Analysis of the LSTM Model

EDUCATION

Bachelor of Science in Computing Science

Trinity Western University

09/2017 - 04/2021

Langley, BC, Canada

Courses

- Machine Learning
- Bioinformatics Introduction
- Data Structures and Algorithms
- Physics
- Artificial Intelligence
- Game Programming
- Calculus 3
- Linear Algebra

CERTIFICATES

Level 1 Manitoba Football Referee License (03/2014 - 11/2014)

CPR/AED (03/2016 - 03/2018)

CPR and AED training through St. Johns Ambulance

ACHIEVEMENTS

Published Peer Reviewed Paper (12/2019)

D. J. D. Hampson, T. Wiebe and H. H. Tsang, "Comparison of Two Folding Functions for RNA Secondary Structure Design," 2019 IEEE Symposium Series on Computational Intelligence (SSCI), 2019, pp. 2946-2953, doi: 10.1109/SSCI44817.2019.9002762.

Presidents Scholarship (09/2019 - 09)

3.7 GPA is required to attain the scholarship - (\$6000)

Provost Scholarships (09/2018 - 09/2019)

3.3 GPA is required to attain the scholarship - (\$4000)

Deans Scholarship (09/2017 - 09/2018)

3.0 GPA is required to attain the scholarship - (\$2000)

Dean's list

6 semesters - Requires an average GPA of 3.5 and 12 credits completed per semester.