

Tyler Ortiz

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Coming from a gaming related technical background, I have a solid knowledge of lower level programming languages as well as writing some network code for games. My experience does not stop there, recently I have delved into web development further than I have before with a freelance position at Positive Pursuit and I have become acclimated with front end (Jade Stylus) and backend MVC (Backbone) frameworks.

Technical Skills

Languages and Programming Experience

- ✓ C, C++, Objective-C, C#
- ✓ HTML5, CSS3, Stylus, Jade, Bootstrap
- ✓ NodeJS, MongoDB, JavaScript / jQuery, SQL
- ✓ XNA, OpenGL
- ✓ Git, SVN

Application Experience

- ✓ XCode, Visual Studio, Xamarin
- ✓ Photoshop, Dreamweaver, FileZilla, VMWare
- ✓ Unity3D
- ✓ OS: Windows, Mac, Linux

Education

Champlain College, Burlington, VT

May 2012

Bachelor of Science in Game Programming

- ✓ Data Structures & Algorithms
- ✓ C++ Programming
- ✓ Computer Systems for Software Engineering
- ✓ Graphics Programming
- ✓ Game Production

Work Experience

Positive Pursuit LLC, Burlington, VT

June 2013 - Present

Freelance Web Developer

- ✓ Provide scalable web pages and layouts for mobile
- ✓ Provide insight on new and different technologies and methodologies

App Minis LLC, Burlington, VT

January 2013 - April 2013

Game Programmer

- ✓ Debug and test App Store updates
- ✓ New system spec and implementation
- ✓ Scalable multiplatform design interfaces

Empower Mobility LLC, Burlington, VT

May 2011 - January 2013

iOS Mobile Software Engineer

- ✓ Lead on project responsible for integration of all game content and concepts
- ✓ Design and implement all major systems, scalable and high performance (C++)
- ✓ Reported all major issues and resolved them in a timely manner

Emergent Media Center, Burlington, VT

Sept 2009 - May 2010

Interactive Media Programmer

- ✓ Interfaced motion capture hardware with Autodesk Maya
- ✓ Produced results for milestone deadlines bi-weekly