

Tyler Bouchard

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EDUCATION

Bradley University | August 2022 - May 2026 **Graduated: May 2026**
Bachelor of Science in Game Design, Minor in Computer Science
Major GPA: 3.38/4.0 | Cumulative GPA: 3.32/4.0 | Dean's List

TECHNICAL PROJECTS

Wayward Woods | Gameplay Programmer, UI/UX | 8/2025 – 5/2026

- Developed and implemented tile behaviors and gameplay effects in a 24-member senior capstone team.
- Programmed an expandable menu system to manage all in-game menus.
- Collaborated with digital artists to integrate visual assets into the menu interfaces to create a polished user experience.
- Details at: tylersarchive.com/projects/wayward-woods

Clash at the Colosseum | Gameplay Programmer, UI / UX | 8/2024 – 12/2024

- Programmed projectile physics, explosion mechanics, and AI pathfinding algorithms.
- Produced the official YouTube promotional trailer highlighting core gameplay for a 10-member team.
- Details at: tylersarchive.com/projects/clash-at-the-colosseum

5x5 Tic-Tac-Toe | Solo Developer | 2/7/2023 – 2/21/2023

- Programmed a computer algorithm that makes the most optimal move based on where the player placed their markers.
- Designed and programmed UI layout allowing the player to see the scores and reset the game.
- Details at: tylersarchive.com/projects/5x5-tic-tac-toe

PROFESSIONAL & LEADERSHIP EXPERIENCE

Bradley University Hockey Club | Executive Board & Athlete | 8/2022 – 5/2026

- Managed a full academic schedule alongside the travel and training demands of a collegiate athlete, maintaining high accountability across both class projects and athletic responsibilities.
- Elected as an Executive Board Member and was responsible for helping coordinate events and vote on team decisions.

Santa's Village | Crew Member | 5/2024 – 8/2024

- Worked in food service, responsible for order processing, cooking, and serving food across high-traffic park venues.

Beef-A-Roo | Crew Member | 4/2021 – 8/2023

- Selected for the initial opening team of a new franchise, completed remote training, and worked across multiple stations to ensure a successful launch.

TECHNICAL SKILLS

Languages

C#, C++, Java, Python, JavaScript

Engines & Tools

Unity
Godot
Unreal Engine
GitHub
Blender
Maya

Design & Core Competencies

Gameplay Programming
Systems Design
UI/UX Design
Game Controller Programming
AI Pathfinding
3D Modeling Prototypes
Player Feedback Loops

Professional Skills

Cross-Functional Collaboration
Technical Problem Solving
Iterative Design
Constructive Feedback Integration
Team Leadership
Player Experience (UX) Testing

RELEVANT COURSEWORK

Game Design

Game Capstone I & II
Prototyping Capstone
Game Production I & II
Survey of Games
Sound Art
Game Art
Critical Game Studies
Game Design I & II

Computer Science

Data Structures
Advanced Programming
Foundations of Game Programming