

Tyler Bouchard



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Carpentersville, IL

Education

Bradley University..... **August 2022 - Present**
Peoria, Illinois

- **Major:** Game Design
- **Minor:** Computer Science
- **Expected Graduation:** May 2026

Class Projects

Clash At The Colosseum

In this game, players fight through a dynamic colosseum, customizing their weapons with upgrades between rounds. The goal is to survive all enemy waves and defeat the final boss. I was a programmer in this team of 10, and also created the game's YouTube trailer.

Size Matters

This is a puzzle game that enables interactive manipulation of object sizes. I was a programmer for this project and collaborated alongside a team of 10 peers from various disciplines.

5x5 Tic-Tac-Toe

This is a 5x5 Tic-Tac-Toe game where you compete against the computer. For this solo project I developed an algorithm that plays against the player.

Zap Splash

This is a 2-D, top down, two-player, cooperative action-puzzle game developed ground-up collaborating with a partner.

Work Experience

Santa's Village, East Dundee IL**May 2024 - August 2024**

- Food service in snack stands throughout the park.

Beef-A-Roo, West Dundee, IL**May 2021 - August 2023**

- Crew member working most areas in the restaurant.

Activities

Bradley University Hockey Club **Fall 2022 - Present**

- Effectively balanced coursework with the traveling and training commitments of being a student athlete.
- Executive Board Member of a student run hockey club.

Portfolio

<https://www.tylersarchive.com/>

Skills / Experience

Coding Languages

- C#
- Java
- C++
- Javascript

Other Tools

- Visual Studio
- GitHub
- Excel
- Jira
- Blender
- Adobe Illustrator

Game Engines

- Unity
- Godot
- Unreal Engine

Courses

Game Design

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

Computer Science

- Intro to Game Development
- Intro to Script Games
- Adv Programming Concepts
- Data Structures
- Foundations Game Programming