

# TYLER R CIFELLI

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## EDUCATION

### Champlain College

GPA: 3.3

BS in Game Programming | Burlington, VT | May, 2016  
Dean's List | Fall, 2012

## TECHNICAL SKILLS

### Programming Languages:

- |              |                      |               |
|--------------|----------------------|---------------|
| - JavaScript | - HTML/CSS/Bootstrap | - AS3         |
| - PHP        | - C++/C++11          | - Bash        |
| - C#         | - MASM x86           | - AngelScript |
| - C          | - LaTeX              |               |

### Compilers/Frameworks/Engines:

- |                      |                        |                 |
|----------------------|------------------------|-----------------|
| - Sublime Text/ Atom | - AngularJs            | - Visual Studio |
| - XNA                | - Unity4/Unity5(2D/3D) | - Eclipse       |
| - DirectX9/DirectX11 | - Backbone.js          | - ALLEGRO       |
| - .NET               | - GCC                  | - HPL2/HPL3     |
| - Game Maker 7       |                        |                 |

### Audio Software:

- |               |                            |          |
|---------------|----------------------------|----------|
| - Logic Pro X | - FL Studio 9/FL Studio 12 | - Reaper |
|---------------|----------------------------|----------|

### Additional Software:

- |               |                          |               |
|---------------|--------------------------|---------------|
| - P4Merge     | - Mercurial (TortoiseHG) | - TortoiseSVN |
| - TortoiseGit | - Oracle VM VirtualBox   | - Cmake GUI   |

## EMPLOYMENT HISTORY

### Full Stack Development at C3 metrics, Junior Developer

May'16 - Present

Portsmouth, NH

- Maintained a codebase of JavaScript (AngularJs, Backbone.js), HTML/CSS/bootstrap front end, and PHP backend
- Observed and reviewed potential employees for best fit

### The Game Studio at Champlain College, Quality Assurance Tester/Liaison

Aug.'12 - May '16

Burlington, VT

- Administered focus testing, case testing, and gameplay testing
- Created test plans, and maintained sessions of testing
- Compiled relevant data, and used it to make iterations on the game

## LEADERSHIP EXPERIENCE

- **Enforcer**, Pax East | Boston, MA | April '16 & March'17