

# TYLER MOLZ

Tyler Molz  
Game Designer • Developer

tylermolz.com

molz.tyler@gmail.com

(778) 319-1714

## Projects

Title	Made With	Design Focus
<b>Cavernous Pink</b> ( <i>ongoing</i> )	<i>FlashDevelop, AS3, Paint.NET</i>	<i>Enemy Design</i>
<ul style="list-style-type: none"><li>○ Designed enemies to serve as both an aid and detriment for the player</li><li>○ Actively in development, fixing bugs plus adding and refining enemy designs</li></ul>		
<b>Fish Monger</b> ( <i>August, 2015</i> )	<i>FlashDevelop, AS3, Paint.NET</i>	<i>Level Design</i>
<ul style="list-style-type: none"><li>○ Wrote a tutorial integrated into a humorous back story</li><li>○ Created top-down level designs for Metal Gear Solid-like stealth mechanics</li></ul>		
<b>Sinner Party</b> ( <i>April, 2014</i> )	<i>Unity, C#, Blender</i>	<i>Atmosphere and Setting</i>
<ul style="list-style-type: none"><li>○ Polished, compact setting where every prop serves an informative or mechanical purpose</li><li>○ Wrote unique monologues for the introduction, victory, and lose conditions</li></ul>		
<b>Barfcade</b> ( <i>September, 2014</i> )	<i>FlashDevelop, AS3, Paint.NET</i>	<i>Multiplayer and Humour</i>
<ul style="list-style-type: none"><li>○ Created two small multiplayer games over five days for an on-stage competition</li><li>○ Well-managed time use was needed to complete both entries in my free evening time</li></ul>		
<b>Raze da Roof</b> ( <i>Nov, 2013</i> )	<i>Unity, C#, Blender</i>	<i>Atmosphere and Visual Cues</i>
<ul style="list-style-type: none"><li>○ Designed visual and audio hints for the player to discover secrets and gameplay mutators</li><li>○ Experiment in non-traditional game design with player decided objectives</li></ul>		

## Experience

**Currently employed** as an independent landscape & carpentry contractor.

### Relevant Employment:

Volt Canada Inc.	(02/2013 – 05/2013)	QA for FIFA 2014 Online
<ul style="list-style-type: none"><li>○ Found new bugs and wrote concise reports on each</li><li>○ Coordinated with development team in thorough tests of fixes</li><li>○ Assisted in debugging build acquisition scripts for the QA team</li></ul>		

## Education & Skills

**Art Institute of Vancouver** (08/2009 – 06/2011), degree in Game Design

### Skills:

Development Tools	Programming	Other Software
Unity	AS3	Blender
UE4 & UDK	C#	Maya
FlashDevelop	Blueprint	Photoshop
GameMaker	Kismet	Audacity