

Tyler Pugmire

Software Engineer

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Career Objective

Software Engineer with a bachelor's degree in Computer Science. Having shipped multiple titles by helping build out automated testing solutions and updates for a live service, looking for an engine or gameplay engineering role.

Skills

Languages

C/C++, C#, GLSL, HLSL, Lua, Java, Python

APIs and Tools

Visual Studio, Perforce, Jenkins, OpenGL, DirectX, Git, Premake, Visual Studio Online, AWS

Soft Skills

Critical Thinking, Algorithms, Data Structures, Analytical Skills, Jira, Agile Development, Scum, Asana

Professional Experience

Apr 2022 – Jan 2023

343 Industries, *Software Engineer - Narrative*

Halo Infinite

- Fixed bugs related to cinematics and dialogue to help ship co-op campaign and mission replay
- Created features for existing Slipspace dialogue systems using C++ and Lua

Dec 2018 – Dec 2021

Amazon Games, *Software Engineer in Test*

Crucible

- Maintained and expanded existing automated test framework with C++
- Created custom tools to help developers test full multiplayer games by themselves in c#
- Helped integrate test automation into continuous integration pipeline built in Jenkins
- Used various AWS services to aid in testing efforts

New World

- Helped maintain and improve custom automated test framework built with Python
- On-call support for many automated test suites

May 2016 – Aug 2016

Microsoft, *Software Engineer*

Minecraft

- Worked on the mobile version of Minecraft using a custom engine built in C++
- Used Visual Studio Online to help track and fix various bugs to improve gameplay

Student Projects

May 2015 – May 2016

Ascension, *Developer*

- 3D 3rd-person exploration-focused narrative-driven puzzle adventure made with Unreal Engine 4
- Implemented a ledge grabbing system to enhance gameplay and feel of the game
- Integrated level streaming into our workflow to help the collaboration between the artists, designers, and devs
- Helped in developing a perforce workflow easy for artists and designers to use
- Created various effects to improve visual feedback of the game

Jun 2014 – Apr 2015

Colossal, *Graphics Developer*

- 3D 1st-person shooter developed using a custom engine built in C++ and Lua
- Wrote shaders using GLSL to provide an enriched visual experience
- Designed a fully automated art pipeline to allow artists to easily test assets in engine for quick iteration
- Integrated ImGui into graphics system to support common editor needs

Education

Dec 2016

DigiPen Institute of Technology, *B.S. in Computer Science in Real-Time Interactive Simulation*