

Tyler Morton

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Objective

I am a code-slinging, problem-solving game connoisseur who is dedicated to making my mark on the simulation and visualization industry. Third in my graduating class at Full Sail University, I am devoted to my craft. With an expertise in Unity and Virtual Reality development, I am looking to land that dream job where bleeding edge tech is the norm and the “limits of technology” are just suggested boundaries to how far we can go. Ask anyone who has worked with me - I can greatly benefit your company, so give me an opportunity to show you.

Education

BACHELOR OF SCIENCE | MAY 2017 | FULL SAIL UNIVERSITY

- Major: Simulation & Visualization
- **Third in my graduating class and recipient of four course director awards.**
- Relevant Coursework: Digital Fabrication, Artificial Intelligence, Augmented and Virtual Realities, Data Visualization, Human-Computer Interactions, Computer Graphics, Computer Networking, Operating Systems, Microcontrollers, Multi-Threading & Parallel Processing

Technical Skills & Strengths

- Strong grasp of object oriented principles and languages including **C#, C++, and Java**.
- Knowledge of popular data management and manipulation languages such as **SQL, RegEx, and Python**.
- Expertise in the **Unity** game engine and it’s tool set. Mastered common design patterns and script architectures often used in a Unity game environment, including the creation of editor extensions and plugins.
- Developed simulations using all the mainstream virtual and augmented reality platforms such as the **HTC Vive, Oculus Rift and Microsoft’s HoloLens**.
- Experience using team based revision control software such as **Git, Unity Collab** and **Perforce**.
- Deep understanding of many different computer-aided design softwares such as **SolidWorks** and **Eagle**.
- Designed, prototyped and developed embedded systems using rapid prototyping tools such as **Arduino**.
- Strong background in graphic design and a great deal of experience using Adobe **Photoshop** and **Illustrator**.

Experience

STUDENT FINAL PROJECT | MECH WARRIOR, A VIRTUAL REALITY SIMULATION | MAY 2017

The “Mech Warrior Experience” is a virtual reality game on top of a two-ton six-axis motion platform. I oversaw the design and development of core user systems such as Oculus Rift support, multithreaded platform communication and sound implementation. My greatest attribution to the project was working closely with sound designers to implement a synthesized AI voice that would guide the player through the virtual reality experience.

SOFTWARE ENGINEER CONTRACT | ATLAS, A VIRTUAL REALITY VISUALIZATION | JANUARY 2017

The “Atlas Project” is an internal database of all the divisions, programs, and courses at Full Sail University. I was hired as a software engineer that would design and implement a VR visualization of the data over a six-month contract. I worked on everything from HTC Vive support to the implementation of a live MySQL interface inside of Unity’s runtime environment. My greatest attribution to the project was implementing the Barnes-Hut algorithm, which was used to simulate a real time, multi-threaded physics system that organized the data nodes based on connections to help further identify patterns in the data set.