

Tyler Johnson

Holly Springs, NC

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Summary

Versatile and results-driven software engineer with hands-on experience in game programming and designing scalable backend systems across Unity and Unreal Engine. Strong experience in C# and proficient in C++, Java, and Python, applying OOP principles to build performant, reliable systems. Passionate about creating fun and engaging experiences.

Skills

- C#, C++
- Java, Python, JavaScript
- Object-Oriented Programming
- Algorithms, Data Structures
- Unity, Unreal Engine
- Visual Studio, VS Code
- Version Control (Git, GitHub)
- Agile Development
- Modular System Design
- Performance Optimization
- Testing, Debugging
- Team Collaboration

Game Projects

Dicey Lines

Solo Developer / Unity / iOS / Sept. 2025 – Mar. 2026

- Developed and released *Dicey Lines*, a casual mobile puzzle game, on the iOS App Store using Unity, C#, and Xcode
- Designed and implemented core gameplay systems, including dice mechanics, grid logic, and pattern detection
- Built a persistent save system to store player progress, high score, settings, and active game state
- Improved user experience through playtesting and adding visual, audio, and haptic feedback

Ghost Lawnmower

Solo Developer / Unity / iOS / Jan. 2025 – Mar. 2025

- Designed and implemented a scalable multiplayer architecture for a mobile co-op arcade-style game
- Developed server-side logic for AI, procedural spawning, and synchronization to ensure reliable networked gameplay
- Showcased at GDC 2025 and praised for its engaging gameplay loop, responsive controls, and performance

Paper Pals

Lead Programmer / Team of 6 / Unreal / Desktop / Jan. 2024 – Apr. 2024

- Lead system design for a 4-player party game, architecting modular systems for maintainability and reusability
- Implemented a game state manager, multiplayer hub transitions, and networked minigame logic
- Showcased at PAX 2024 and 2025, earning recognition for stability and adaptability under diverse conditions

Work Experience

STEM Lead Teacher

Snapology

- Taught engineering lessons to students ages 7 to 11 through a hands-on LEGO-based curriculum
- Led groups of up to 24 students while maintaining an engaging, well-managed classroom environment

November 2025 - Present
Chapel Hill & Holly Springs, NC

Supplemental Instruction Leader (SIL)

High Point University

- Guided 50+ students per semester in algorithms and data structures, while incorporating object-oriented principles
- Demonstrated effective debugging strategies and logical flow, while reinforcing clean coding practices

September 2023 - May 2025
High Point, NC

Education

Master of Arts in Communication & Business Leadership

High Point University

- Certificate of Coachability

June 2024 - May 2025
High Point, NC

Bachelor of Arts in Game and Interactive Media Design

High Point University

- Minor in Computer Science
- Media Fellowship

August 2020 - May 2024
High Point, NC