

# TYLER J. TRULSON

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## Game Designer

Dedicated game developer who endeavors to spread fun through the games created. Strives to bring life to incredible worlds with innovative gameplay. Demonstrates fearless approach to challenges. Passionate learner determined to continually hone skills. Unafraid to seek help when needed, putting the overall goals above pride. Steadfast and committed team player who thrives in collaborative environments.

### Core Competencies

Quality Assurance • Game Design • Leadership • Process Improvements • Cross-Functional Collaboration  
Communication • Programming • Stakeholder Engagement • Problem Solving • Time Management  
Teamwork • Debugging

### Professional Experience

**Velan Studios**, Troy, NY

May 2018 – Aug 2023

#### Gameplay Designer

October 2021 – Aug 2023

Gameplay Designer on Knockout City, responsible for design/implementation of game modes, playlist scheduling, Season 7 Chonky hiding locations, and more.

#### Select Highlights

- Working directly with other disciplines to fully all aspects of game modes
- Running play tests & addressing feedback generated for rapid iteration
- Prototyping game modes without Engineering support
- Analyzing & addressing community feedback
- Writing & Updating Design Specs & other Documentation relevant in Confluence

#### QA Analyst

May 2018 – April 2022

Area Owner for Gameplay QA on Knockout City, previously responsible for Customization QA on Knockout City, previously responsible for QA on the engine & other tools created in-house.

#### Select Highlights:

- Working directly with the Design team to help improve the quality of Knockout City
- Designing and implementing various aspects of Knockout City; Resolving any bugs introduced
- Responsible for creating and running test plans for my area ownership
- Liaison between in-house QA, in-house development teams, and external QA assistance
- Tracking, investigating, and regressing bugs; utilizing JIRA and JAAS
- Documentation relevant to area ownership in Confluence

**WB Games NY**, Troy, NY

Apr 2017 – April 2018

#### QA Contractor

Focused on WB Games NY's online game services platform called "Hydra Studio", executing test cases, researching bugs, filing detailed bug reports and verifying developer bug fixes.

#### Select Highlights:

- Responsible for Bi-Weekly testing of Hydra Studio, our developer API
- Testing via command line using REST commands, as well as via in-house C++ app
- Documentation and tracking of bugs in JIRA, Confluence, and Basecamp
- API Reviews of games utilizing Hydra Studio, participating in 3 AAA game launches during my time here
- Weekly developer calls, and constant contact with game teams, ensuring health of both live games and those in development

**Professional Experience (cont.)****Turbine**, Needham, MA

Jun 2015 – Aug 2015

**WBPlay Engineering Intern**

Secured an internship with the WBPlay division of Turbine, developer of 3D massively roleplaying games.

**Select Highlights:**

- Converted unit tests from C# to Python.
- Worked within Agile production method.
- Participated in sprint planning, backlog grooming, sprint reviews and daily standups
- Part of a AAA game launch during my time here

**MassDiGI, MegaloMalady**, Worcester, MA

Aug 2015 – Dec 2015

**Programming Intern**

Brought on to help develop an already in-progress idle game set to launch in 2016. Aided with various bug fixes, refactoring, and implementation of new content.

**MassDiGI, Cat Tsunami**, Worcester, MA

Aug 2015 – Dec 2015

**Programming Intern**

Brought on to the programming team for this iOS/Android game

**Prior Experience****Becker College**, Worcester, MA

Aug 2013 – May 2016

Peer Mentor (Aug 2014 – May 2016)

Resident Assistant (Aug 2013 – May 2014)

**Dover Saddlery**, Littleton, MA

Jun 2012 – Aug 2013; Dec 2017 – Apr 2018

Intern

**Education**

**Bachelor of Arts**, Game Development and Programming, Becker College – Worcester, MA  
Magna Cum Laude, Class of 2016

**Projects****Kaleidoscope – Senior Game II – Producer/Programmer for action platformer****Rangachail I Ráð**, - **Senior Game I – Producer/Programmer for tactical strategy game**

- Responsible for implementing various systems and gameplay elements into each title
- Kept team on track with specific goals, maintained Trello board, ensured build deadlines were met

**Organizations**

**MasDIGI** – Active participation in MassDIGI events, including 24-hour Game Jame and MassDIGI Game Challenge

**Alpha Chi** – Invited to join the Honor Society after achieving a GPA that placed students in top 10% of the class

**Alpha Lambda Delta** – Invited to join Freshman Honor Society for achieving a GPA that places students in the top 25% of the class

**Technical Skills**

Gameplay Design • C++ • C# • Unity • Agile • Perforce • Javascript • Java • Balancing • Visual Studio • Eclipse • CPM Scheduling • Test Plan Creation • Test Plan Execution • JIRA • Confluence • Basecamp • Version Control