Tyler Crump

Aspiring Gameplay Programmer

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Griffith, NSW · Australian citizen · open to relocating to Sydney or remote work
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PROFILE

Game Design and Development student at Macquarie University (finishing 2026) and aspiring gameplay programmer. I led a team of five on a Unity/C# puzzle-adventure launching in Early Access on itch.io, writing most of its gameplay code, its save system and all of its audio, and I programmed a VR game for Meta Quest as its creative director. Java is my strongest language, and I'm building depth in C# and game system architecture. I want to grow alongside experienced programmers, QA and designers in an inclusive team.

EDUCATION

Bachelor of Game Design and Development · Macquarie University — 2024 – 2026 (expected)
Relevant units: Game Development, Object-Oriented Programming Practices, Computer Graphics, Games Project A and B, Virtual Reality and Advanced Game Development, PACE: Computing Industry Project

Year 12 · Wade High School, Griffith — Completed 2022

GAME PROJECTS

A Course in Time · Producer and team leader, gameplay programmer — 2026
2D time-switching puzzle-adventure · Unity, C#, FMOD, Steam Audio · COMP3150/3151 team project · Early Access on itch.io

- Led a team of five and wrote most of the gameplay code for a puzzle-adventure where the player switches each room between past, present and future.
- Built the player (movement, jumping, shooting), ladder mechanics, the puzzle system and the objective systems.
- Handled all of the game's audio, from the sounds to their FMOD integration, and wrote custom scripts so Steam Audio's reflective audio works in a 2D game, which it doesn't support natively.
- Built and implemented the save data system, and fixed the persistent-data bugs that came from moving the game from one Unity scene to several.

Waking Nightmare · Creative director, programmer — 2026
VR game · PACE industry project with LiminalVR · Unity 2019 · Meta Quest 2 and 3 · released on itch.io

- Designed the concept and scope as creative director for a team of four, and wrote the code and audio.
- Built for Meta Quest with Android SDKs, and was the main headset tester on Quest 2 and 3.

Undergrowth · Solo developer — 2026
Mycorrhizal idle-builder · Unity, C# · solo prototype demo

- Built it solo: self-linking buildings, Weaver auto-upgraders, quests, a skill tree and a rebirth loop.

SOFTWARE PROJECT

Tabi · Solo developer · tabi.crumpy.app — Live
Group holiday budget and travel planner, in use by friends on our Japan trip · JavaScript, Node.js, Express 5, SQLite · Render

- Designed, built and deployed a live web app on my own: Express API, SQLite database, and a framework-free front end that installs to a phone as an app, with offline support and push notifications.
- Integrated third-party services and SDKs, including the Anthropic API for an AI assistant that helps plan and budget the trip, plus OpenStreetMap, Open-Meteo, exchange rates, email and web push.
- Wrote automated tests that exercise the API over HTTP and the screens in a real browser (Playwright), run by GitHub Actions on every pull request, with auto-deploys and daily database backups.

OTHER PROJECTS

- **Fighting game prototypes** · IKEMEN GO. Two prototypes with custom characters and movesets; the second also has a stage background with rain and thunder.
- **Abandoned house** · Blender and Unreal Engine, team of four. Made most of the assets, the animation and the layout.

WORK EXPERIENCE

- **Casella Family Brands** · weighbridge operator and bottling line operator. **Family farm** · farm work.

SKILLS

Languages	Java (strongest), C# (developing), JavaScript, SQL, HTML/CSS, C (fundamentals)
Game tech	Unity (incl. VR for Meta Quest), Unreal Engine, IKEMEN GO, Twine, FMOD, Steam Audio
Tools	Node.js, Express, SQLite, Playwright, GitHub Actions, Render, Blender, Figma (fundamentals)
Practices	Agile (Jira, Discord); Git feature-branch workflow; technical docs, READMEs, design docs