

Tyler Hudson

Portfolio: tylar.io

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Skills

- Programming Languages: C#, Java, Python, JavaScript, HTML, CSS
- Software: Unity, Android Studio
- Object-Oriented Programming
- Version Control (Git)

Education

The University of North Carolina at Charlotte (B.S) in Computer Science

Expected Dec 2024

Experience

CEO, Software Developer

Tylario Games LLC

Jul 2021 - Present

Charlotte, NC

- Independently released 5 games on the Steam platform, resulting in over 10,000 copies sold.
- Architected and implemented software systems for large-scale projects
- Designed and implemented maintainable and reusable code across all projects, with comprehensive documentation
- Sourced and directed freelance professionals, fostering long-term relationships with business partners through strategic communication
- Directed digital marketing and content creation strategies, achieving over 15 million impressions across Steam, Reddit, and YouTube, significantly boosting community engagement
- Utilized professional image, video, audio editing software, and text editors for comprehensive content creation
- Integrated Large Language Models, such as ChatGPT and Copilot, into the workflow, maximizing productivity during development

Lead Researcher

UNCC College of Informatics and Computing

August 2024 - Present

Charlotte, NC

- Programmed complex simulations like the Game of Life in higher dimensions (4D+) using multiple programming languages and algorithms, leveraging GPU computing, multi-threading, and extensive data analysis to produce conclusive results
- Spearheaded a research project under the sponsorship of a senior lecturer, focusing on the development and analysis of multidimensional computational models

Open Source Development

2017 - Present

- Engineered advanced simulations, including a high-dimensional Game of Life, optimizing with GPU computing and multi-threading to enhance performance and data analysis
- Developed diverse, functional web-based applications using JavaScript, HTML, and CSS, focusing on experimental and user-centric tools
- Created engaging games using Unity and GameMaker, focusing on mechanics that enhance user interaction and entertainment value
- Demonstrated expertise in programming and debugging, designing scalable software solutions across diverse platforms
- Constructed realistic terrain generation software using C# and Three.js, applying procedural generation techniques, and using compute shaders and shader maps, to enhance rendering efficiency and visual fidelity
- Developed a Flask-based web application, using SQL for effective data management and dynamic web interactions

Leadership Roles

Team Member

Foxes Pizza Waxhaw

Jun 2018 - Jul 2021

Waxhaw, NC

- Served as Team Trainer, demonstrating leadership, efficiency in operations, and excellence in customer service.

Python Peer Tutor

Central Academy of Technology & Arts

Aug 2020

Monroe, NC

- Assisted in teaching and developed content for a Python class of around 20 students