



Tyler Staggs

Level Designer

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Education

Savannah College of Art and Design

September 2013 - June 2017

- Bachelor of Fine Arts in Interactive Design and Game Development

Work Experience

Pajama Games

Lead Programmer - Star Tempest

January 2018 - Present

- Single-player top-down twin-stick shooter
- Programming and scripting using Unreal Engine 4

GRTNS

Lead Level Designer - Abyssal Zone

November 2017 - November 2017

- Single-player survival game
- Level design and gameplay scripting using Unreal Engine 4
- Made in 7 days with a team of 4 using GitHub source control
- Submitted to the UE4 Epic MegaJam of November 2017

Motor Boar Studios

Lead Level Designer - Centauri

January 2017 - June 2017

- 1v1 online first-person shooter / platformer in virtual reality
- Level design, gameplay scripting, and lighting using Unreal Engine 4
- Awarded Game of the Year in the Virtual Reality category for the Rookies 2017



Mystery Shark Studios

Lead Programmer - Burger Blaster

March 2016 - May 2016

- Single-player burger stacking game
- Programming, gameplay scripting, level design, and UI scripting using Unreal Engine 4

Technical Artist - Plague Doctor's Study

January 2016 - March 2016

- In-game cinematic video
- Technical art, visual effects, modeling, and texturing using Unreal Engine 4

Software & Skills

- | | | | |
|-------------------|------------------------------|-------------|-----------------------|
| • Unreal Engine 4 | • Adobe Photoshop | • Python | • Java |
| • Radiant Black | • Adobe Illustrator | • MelScript | • Agile Methodologies |
| • Autodesk Maya | • Headus UV Layout | • Perforce | |
| • Virtual Reality | • Blueprint Visual Scripting | • GitHub | |

REFERENCES

- | | |
|--------------------------|-------------------|
| • Professor Jack Mamais | jmamais@scad.edu |
| • Professor Aram Cookson | acookson@scad.edu |