Tyler Martin
Creative Generalist Programmer

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Summary of Qualifications

Over 20 years of professional experience as a computer programmer in web, mobile, and desktop. 10 years experience with iOS Development. 10 years experience as a solo game developer and graphics programmer. A general digital creative, with formal training as an illustrator and designer. Started career as full-stack web developer, many years as a Flash developer and animator, moved into C-family of languages with the iPhone. Small scale games for iOS/Mac, with custom engines, several released. A graphics programmer with experience in OpenGL/Metal/WebGL and WebAssembly.

Technical Skills

Technologies/Tools:	C++, C, Objective-C, Swift, CMake, OpenGL, WebGL, GLSL, BGFX, WebAssembly, Metal, Unity, HTML, CSS, JavaScript (native ES5, ES6, Babel), Three.js, Python, C#, Django, AS3, Blender, Procreate, Photoshop, Illustrator, Sketch, Flash, React
Computer Systems:	iOS, Android, macOS, Web, Windows, Linux, Apple TV, Playdate, Arduino

Professional Experience

Lead Software Developer, Impossible Bureau   *2019–2020*

Javascript (native ES6, Babel), Three.js, WebGL, GLSL,
WebAssembly, C++, C, HTML, CSS, npm, React,
React Boilerplate, Python, Blender, Sketch, Procreate

- Provided general experience, team leadership, and broad expertise to small team of web developers working mostly in React
- Integrated custom WebAssembly/WebGL workflow into React project, including build scripts integrated into standard React deployment and server-side compiling of WebAssembly.
- Utilized Three.js for loading and programmatically animating GLTF 3D models in a React web stack

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Front End / UI / Graphics Developer, Freelance   *2010–Present*

Swift, Objective-C, OpenGL, WebGL, GLSL, Unity, HTML, CSS,
JavaScript (native ES5, ES6, Babel), C++, C, BGFX, GLFW,
CMake, Xcode, Python, Blender, Photoshop, Illustrator, Sketch

- Work with agencies to provide clients with custom development, mostly for iOS, but also for web, Android, Unity, and Windows Phone.
- Work best as a front-end UI developer with an emphasis on motion, but have also done everything from custom OpenGL integration to back-end web development.
- Have worked on projects for Toyota, Nike, National Geographic, Nickelodeon, HBO, Starbucks, Nokia and many others.

Game Developer, Ultramegatronic   *2010—Present*

C++, C, BGFX, GLFW, CMake, Xcode, OpenGL, OpenAL,
GLSL, Metal, iOS, Apple TV, Playdate, macOS, Windows

- Between freelance clients, make small-scale games with own custom engine.
- Shipped two games now—Flipominos for Apple TV and iOS in 2016, and Envelop for iOS in 2012—with many more just waiting for my time and attention.

Software Developer, Struck   2007 – 2010

Flash, AS3, HTML, CSS, JavaScript, iOS

- Worked mostly in Flash and AS3, but also did a fair amount of HTML/CSS/ JavaScript.
- Worked on my first iPhone apps, one of which, LEGO Photo, had over 2 million unique installs within the first few months.
- Worked on projects for Nintendo, adidas, Old Spice and others.

More experience available upon request

Education

Bachelor of Arts, Visual Arts	Brigham Young University, 2004

Related

Figure Illustrator / Digital Artist	artstation.com/tylerjaymartin