

# Tyler Eisner

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## EDUCATION

### The University of Chicago

Chicago, IL

*Bachelor of Arts in Computer Science, Minor in Media Arts and Design*

*September 2023 – June 2027*

**GPA:** 3.65/4.0

**Relevant Coursework:** Algorithms, Discrete Mathematics, Systems Programming, Data Science, Computer Graphics

## TECHNICAL SKILLS

**Languages:** Python, C#, Java, JavaScript, C, C++, HTML/CSS, Dart

**Frameworks:** React, Node.js, Flutter

**Developer Tools:** Git, Unity, VS Code, Visual Studio, IntelliJ, Google Cloud Platform, Firebase

## EXPERIENCE

### Servellina Games

Remote

*Game Development Intern*

*June 2025 – August 2025*

- Designed and developed a custom dialogue interpreter for YarnSpinner in Unity for the final build
- Assisted in creating and coding core gameplay systems, such as exploration and abilities

### Apex Lab UChicago

Chicago, IL

*VR Development Intern*

*July 2024 – August 2024*

- Created a VR application in Unity and wrote C# code for neuroscience experiments
- Utilized Varjo VR headset and eye-tracking software to track eye measurements
- Wrote Python lab streaming layer code to time and log data for experiments

### Bookmarks

Winston-Salem, NC

*AmeriCorps Intern*

*June 2023 – August 2023*

- Created 50+ graphics for marketing material to promote new books and store events
- Collaborated with the head of marketing in planning distribution methods for marketing material

### Supplyve

Jerusalem, Israel

*App Development Intern*

*March 2023 – May 2023*

- Programmed and implemented a Python script for reading information from inventory tables
- Utilized Flutter framework to design and program a screen recording app to be used for QA to improve ease of testing and bug reporting

## PROJECTS

### Fateweaver @ UChicago Game Design | *Unity, C#*

October 2024 – May 2025

- Wrote a 20-page design document for a video game detailing gameplay, mechanics, and narrative concepts for a roguelike ARPG
- Designed and developed the prototype for the game in Unity in a 3-person team as part of the UChicago Game Design development track
- Programmed the main combat and progression mechanics for the game and did extensive play testing and bug fixing before showcasing the game at a UChicago Game Design event to 30+ peers and faculty

## ACTIVITIES

### UChicago Game Design

Chicago, IL

*Board Member*

*March 2024 – Present*

- Assist in organizing and planning meetings, management of club resources, and relationships with faculty
- Oversee the Design and Development Track of UGD, running meetings and teaching new students about game design principles and basic game development