

Tyler Myles

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Unreal Engine 5 Generalist and C++ programmer with a track record of architecting highly optimized, multiplayer-ready gameplay systems. Adept at rapid problem-solving across the entire engine ecosystem, from the Gameplay Ability System and AI State Trees to rendering pipelines and UI. Driven by a strong work ethic to deliver polished, scalable features and empower cross-functional teams.

PROFESSIONAL EXPERIENCE

FREELANCE

Unreal Engine Generalist

Santa Fe, NM

March 2018–Present

- Developed a custom Unreal Engine 5 SceneViewExtension to dispatch a GPU compute shader for dynamic line-of-sight generation, achieving a 0.25ms execution time for a 256x256x64 volume on an RTX 3070.
- Created a fully replicated multiplayer inventory system utilizing a modular item fragment design, driving a complex grid-based UI with robust support for dynamic equipment slots and nested containers.
- Designed and implemented a replicated limb-based damage system using GAS, writing custom execution calculations to interpret complex localized injuries and healing interactions.
- Engineered a modular zone framework utilizing bidirectional linking to build a spatial graph of the map, actively powering pathfinding and audio occlusion.
- Developed a data-driven projectile subsystem that eliminates actor-spawning overhead by batch-simulating bullet physics. Integrates with the Gameplay Ability System for damage while utilizing an object pool for related Niagara effects.

FREELANCE

Music Production/Songwriting

Corvallis, OR

April 2019–2025

- Produced and arranged original music across various genres with many different artists.
- Accumulated knowledge of industry standard software and hardware for music production. This includes DAWs (Reaper, Pro Tools, and Ableton), VST Plugins, and audio equipment.
- Produced and released over twenty-five albums and EPs. Over one-hundred 5 star reviews on Fiverr, and multiple endorsements from working with hundreds of clients all around the globe.

EDUCATION

MASSASOIT COMMUNITY COLLEGE

Associates in Computer Science (GPA: 3.7/4.0)

Brockton, MA

June 2018

SKILLS/INTERESTS/MISCELLANEOUS

- **Languages & Engine:** C++, Unreal Engine 5, Blueprints, HLSL, Python
- **Systems & Networking:** GAS, Replication, Iris, State Tree, Behavior Trees, EQS
- **Tech Art & Audio:** Niagara, Control Rig, Mutable, MetaHuman, FMOD, Reaper
- **Software & Tools:** Rider, Blender, Git, Unreal Insights