Tyler Roop
Game Designer

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theroopreport.com

Skills

Game Design
- Level design / Blockout
- Prototyping
- Design Focused Documentation
- Project Management / Leadership
- Playtest conducting / Iteration
- Localization

Software
- JIRA, Confluence
- Unity 3D / C#
- Perforce
- Visual Studio, MySQL Workbench/Server
- Microsoft Office
- Audacity, Sony Vegas, Hauppauge Video Capture

Experience

EA Sports
- **Live Services - Assistant Producer II: *NBA Live 19*** (PS4/Xbox One, Shipped) Nov. 2018 – Present
  - Produced, managed and designed programming for Live Events that included All-Star Weekend, ROKIT, and NBA Streets. All work was completed using SQL databases and enumerations.
  - Responsible for all major Live Event campaigns from design to delivery.
  - Coordinated with QA and contractors to help test and produce other content within NBA Live 19.
  - Ran meetings and worked with artworks to prioritize needs for programming in the way of in-game content.
  - Helped coordinate Live Content Updates by managing database exports and localization.
  - Owned and maintained Live Events calendar utilizing Confluence and Jira for task tracking and programming.

Pro Unlimited (Contract)
- **Live Services - Assistant Producer I: *NBA Live 19*** (PS4/Xbox One, Shipped) May 2018 – Nov. 2018
  - Produced programming through Ultimate Team utilizing SQL functions and excel to create single player challenges on the Live Services team. Created a random number generator to create 3600+ unique experiences for the user to play.

Full Sail University
- **Lab Specialist:** Jan. 2018 – May 2018
  - Lab Specialist for Game Design 1 as well as Design and Development Analysis.
  - Playtested projects, iterated designs, assisted students during lab time, built curriculum, and graded assignments.

Education

Full Sail University
- **Bachelor of Science** in Game Design *(Aug. 2017) Valedictorian*