

Tyler Owen

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Summary

I am highly driven to make an impact in any position I hold, most recently in the field of game development through Random Seed Games, a company I founded and continue to run. I have many varied interests and a wide skill set geared towards art, technology, and communication careers.

Experience

Founder and Project Leader at Random Seed Games

January 2010 - Present

- Created the company in 2010 as an outlet for personal game development
- Grew company into a full-time business in 2013 after a successful Kickstarter campaign
- Gained experience in releasing and managing digital commercial products
- Expanded programming skills to include C# and some JavaScript / html / CSS
- Continue to manage all social media channels and customer service communication
 - Nearly 1,000 followers on Twitter
 - More than 150,000 views on YouTube
 - 1,000+ website visits per month

Technology Assistant at Hays Elementary

August 2012 - July 2013 (1 year)

- Assisted in classroom teaching that involved technology curriculum
- Fixed computer issues for teachers and staff

Game Designer at Geek Squad Academy

January 2011 - August 2012 (1 year 8 months)

- Served as the User Interface and Gameplay Mechanics Designer for educational flash title: Geek Squad Summer Academy 2011
- Acted as Game Designer for a team of 20+ working on a point-and-click educational adventure title using Unity 3D
- Manager for all game design documents and asset management using Google Docs and the Unity Asset Server

Volunteer Game Design Theory Course Instructor at University of Dubuque

August 2010 - January 2012 (1 year 6 months)

- Assisted in the development of the curriculum for the class
- Attended all classes and helped facilitate constructive discourse
- Created team projects focused on the fundamentals of game design using the Stencyl development platform

Customer Specialist at Best Buy

August 2010 - December 2010 (5 months)

- Member of a sales team with well-defined daily goals
- Assisted customers in finding computers and accessories
- Developed problem solving skills related to computer issues

Graphic Designer at PrimoWrap

May 2009 - December 2010 (1 year 8 months)

- Designed vinyl vehicle graphics for advertising and marketing purposes
 - Became proficient with 2D graphics applications and file formats
 - Developed professional communication skills with clients
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Education

University of Dubuque

2006 - 2010

Bachelor of Science, Computer Graphics and Interactive Media,

Monticello High School

2002 - 2006

Honors and Awards

Graduated Magna Cum Laude, Alpha Chi Honor Society Member, Silver Addy Award, Silver Addy Award, Ruth and Frank Netzel Web Award, Steven A. Wise Game Level Award, CGIM Leadership Award, Concert Choir Leadership Award, University Service Award, Wendt Character Scholarship