



TYLER MORETTO

GAME DESIGNER

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PROFILE SUMMARY

Motivated Game Designer with an enthusiasm for level design, concept art and narrative design. Highly collaborative team player who recognizes the value of effective communication, problem solving and an iterative process. Taking a life-long love of games to the next level!

EDUCATION

Honours Bachelor of Game Design

Sheridan College, Oakville ON 2017 – 2021

EXPERIENCE

Seafood Clerk Worker

Metro, Mississauga ON

August 2015 – Present

- Dealing with tense customer situations, and staying calm to resolve the issue
- Trained newer workers, using knowledge and leadership
- Working with others and always helping with a task when asked to do so, showing teamwork and helpfulness
- Always finishes work on time having a strong sense of time management skills

VIP – Innovation Accelerator Team Member (Remote)

June 2020 – August 2020

- Worked with a team in order to design an app to be accessible for older adults during the pandemic
- Created the Art Catalogue section, where older adults could post their artwork/photographs and share with others as well as comment
- Combined everyone's sections together at the end of the project using Proto.io
- Great learning experience working with all new people, and collaborated well together in order to meet deadlines

PROJECTS

Unity3D, Makey Makey Controller Game:

Just Tri Tower – November 2018








- Edited final pitch video
- Assembled/built the controller
- Stayed past regular work hours to get as much done as possible

Unity3D, Marshmallow Masters:

Android Phone Game – April 2021

- Collaborated with team to come up with minigame ideas
- Created different difficulty levels from minigames
- Ran the playtest sessions to get feedback and find bugs within game

SKILLS

- Unity Engine 
- Microsoft Word 
- Microsoft PowerPoint 
- Adobe Photoshop 
- Autodesk Maya 
- Sony Vegas 
- ZBrush 

INTERESTS

- Streaming on Twitch
- Playing Video Games
- Creating YouTube Videos