

Tyler A. Deren

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Profile

Accomplished **Software Developer** that gets it **done**; capable of leading a project from conception, design and production. Strong organizational and communication skills to meet tight deadlines and release windows. Operates with a ‘war-room’ mentality.

Core skills:

Typescript - JavaScript - C# - Unity – Angular - Firebase – Reactive Extensions - NodeJS - Video Game Development – Git – Continuous Integration – Jira – Bitbucket - Progressive Web Applications - Agile Methodology - Leadership - Team Building

Professional Experience

Eduplaytion AS – Remote,

2020 – Present

Transforming the way children learn through exciting and innovative video game experiences. Eduplaytion is a Norwegian start-up responsible for the educational math game Numetry.

Chief Technology Officer (CTO)

2021 - Present

- Establishing the vision for how technology will be used in the company.
- Ensuring that technological resources meet the company's short and long-term needs.
- Outline the goals for research and development.
- Creating timelines for the development and deployment of all technological services.
- Making executive decisions on behalf of the company's technological requirements.
- Maintaining a consumer-focused outlook and aiding in the delivery of IT projects to market.
- Managing technology budgets and time frames.
- Ensuring all technology practices adhere to regulatory standards.

Systems Developer

2020 - 2021

- Responsible for the entire stack; from implementing UIs on the game client to building REST APIs on the backend to handling database design with Microsoft SQL Server.
- Work with the Microsoft Azure platform: specifically, Microsoft Azure DevOps for task tracking and project management, Azure App Engine for REST API deployment, Azure Table Storage for quick indices look-up and Microsoft Azure SQL Storage for generic data storage
- Work with Typescript, Express and Node to build out the backend API server
- C# for the Unity game client. Using a custom tool (Tool built in Unity) and scripting language to build out story scenes: “StoryTech”
- Git and Azure DevOps for repository storage (All front-end web services and back-end API). Plastic SCM for the game client source code version control.

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Swordmonkey Studios Inc. – Edmonton, AB,

2021 – Present

Incorporated from Aurava Software in 2021, Swordmonkey Studios Inc. is a small software development agency with a team scattered across Alberta, Canada. Our specialty is developing exceptional interactive experiences that blends creative artistic vision with modern design sensibilities.

President

- Represent the organization as the top executive personnel
- Provide strategic planning and vision for the organization
- Provide a professional public presence on behalf of the company
- Develop, enforce and continuously iterate on company policies and procedures
- Actively mentor and train new and existing employees and contractors
- Maintaining knowledge of tax liabilities, implications and exemptions
- Actively creating and maintaining relationships within the business community
- Actively lead contract negotiations with new and existing service vendors.

Something Classic Games, LLC – Remote,

2015 – Present

Innovate on classic video game mechanics to create a new experience, while also scratching that nostalgic itch. Something Classic Games is a small 5-man video game Publisher based in Wisconsin

Principal Software Developer & Managing Partner

- One of two programmers and the Technical Lead for the turn-based role-playing video game *Shadows of Adam*. Released in February 2017 for Windows, Mac and Linux.
- Project lead for the Nintendo Switch port of *Shadows of Adam*. Successful release in May 2019 to strong reviews and acclaim. Released in Japan in December 2019.
- Technical consultant and Publishing partner for arcade/role-playing game *Pillars of Dust*, released on March 17, 2020
- One of two programmers for *Quartet*, an upcoming RPG slated to release in Q4 2022.
- Principal Software Developer and Team Lead for upcoming RPG *My Familiar* (Being co-developed with *Excavate Studios*).
- Successfully planned and executed two Kickstarter fundraising campaigns, raising a total of over \$75,000 USD.
- Maintain working relationships with major partners such as Nintendo, SONY, Microsoft, Valve, PM Studios and Circle Entertainment

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Mtek Digital – Edmonton, AB,

2016 – 2020

Provide object-oriented software (OOS) design for a web-based, collaborative project-management application to revolutionize how the construction industry builds.

Senior Software Developer

Work as part of an international remote team developing and maintaining Touchplan.io, a collaborative web-based project management application to digitize sticky notes and increase efficiency for construction teams.

- Worked on an enterprise software-as-a-service tool that supported hundreds of simultaneous clients working in the same digital workspace
 - Grew company revenue from \$50,000 a year to over \$3-million a year during tenure by focusing on high impact application features
 - Used JIRA for bug and issue tracking, Confluence for technical spec, design discussions and Bitbucket (Git) for version control
 - Maintained continuous integration pipelines to support automatic running of unit tests as well as automatic builds and deployment to staging servers
 - Implement third-party APIs, specifically Firebase (RTDB, Hosting, Auth, Cloud Storage, Cloud Functions)
 - Wrote new software features using Javascript, Typescript, Angular and Firebase. Experience working with the Angular Upgrade Module and Downgrade Module to support both AngularJS and Angular simultaneously.
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Education

Coursework in Computing and Information Systems – Athabasca University – 2009