

Tyler A. Deren

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Profile

Accomplished **Chief Technology Officer** and **Software Developer** with **15+** years of professional experience managing and working in software development life cycles, leading stakeholder engagements and identifying deficiencies in software processes. Proven leadership skills managing large technical projects with diverse working groups.

Professional Experience

Swordmonkey Studios Inc. – Edmonton, AB, **2021 – Present**

Incorporated from Aurava Software in 2021, Swordmonkey Studios Inc. is a small remote-first game development studio with a team scattered across Canada. Our specialty is developing exceptional interactive experiences that blend creative artistic vision with modern design sensibilities.

President

- Increased Annual Recurring Revenue from \$0 to over \$1M in 4-years, while also increasing revenue channels and reducing dependency on a few large contracts.
- Grew the team from 1 software engineer to a multi-disciplined team of 11.
- Managed and developed a \$334,000 project through the City of Edmonton Edge fund for Milo Productions
- Raised over \$260,000 in project funding through successful grant applications
- Lead Developer on *Forge of the Fae*, *My Familiar*, *Quartet*, *Time Hoppers: The Silk Road*, *Dynamic Languages*.
- Developer on Touchplan.io, the industry standard for Construction Planning Software totaling nearly \$500-billion in construction projects
- Played a key role in securing Publisher contracts (\$1M+) for client projects

Eduplaytion AS – Contracted through SWORDMONKEY, **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.

Lead Architect & Security Officer **2023 – Present**

- Worked closely with the Sales Team to streamline sales operations, leading to Eduplaytion capturing 20% of the edtech marketshare in Norway.
- Design software architecture for *Numetry: The Math Game*. Specifically, working on the entire stack and connecting multiple monolithic domains.
- Implement industry standard protocols like xAPI, LRS and OAuth2 OpenID Connect/SAML
- Responsible for managing all of the organizations Open Stack cloud-based virtual machines and maintaining secure access to all internal company systems

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Chief Technology Officer & Security Officer

2020 – 2023

- Played a key role in securing over \$5M in investments from venture capital funds and angels
- Wrote the Eduplaytion Data Processing Agreement (DPA) which has been praised by municipalities for simplifying the Risk Assessment process and reduced the B2B sales cycle from 90-days to 23-days where we are currently the industry leader.
- Managed a peak development team of 15 people from game developers, backend developers and frontend developers working on the entire Numetry edtech platform.

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

Technical Director & Managing Partner

- Technical Director for six independently developed video games.
- Successfully planned and executed three Kickstarter fundraising campaigns, raising over \$300,000.
- Maintain working relationships with major partners such as Nintendo, SONY, Microsoft, Valve, PM Studios and Circle Entertainment

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.

Principal Software Developer

- 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
- Advocated for the adoption and development of the “WebGL Engine”, a PIXI-based renderer which significantly increased the project size we could render and support.
- Implement third-party APIs, specifically Firebase (RTDB, Hosting, Auth, Cloud Storage, Cloud Functions)
- Scaled the application from 1,000 users to over 45,000 active construction industry professionals

Older work experience trimmed for brevity. If you'd like a copy of older work history, just ask!