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Tyler Zwiers

Technical UI/UX Designer

Skills

Design

- Level Design
- Encounter Design
- Rapid Prototyping
- Iteration
- UX/UI

Languages

- C++ (familiar)
- C#
- UE4 Blueprints
- Zilch (Propreitary)
- Lua

Engines

- Unity
- Unreal Engine 4
- Grognok (Bungie)
- Zero (Propreitary)
- Faber (343)

Production Tools

- Perforce
- SVN
- Photoshop
- Illustrator
- Figma
- Maya
- Visual Studio

Soft Skills

- Versatile
- Adaptable
- Communication

Professional Experience

Technical UI Designer

Bungie – Destiny 2 / Marathon

Nov '22 – Jul '26

- Tackled the implementation of multiple highly complex UI screens while maintaining high performance goals across Destiny 2 from start to finish with little to no oversight.
- Ensured new workflows and older workflows missing documentation were properly documented so that anybody, even non tech UI designers could follow them.
- Participated in various collaborative efforts with engineering teams to help improve our tools, helping accelerate all Tech UI designers work across the studio.

Technical UX Designer

343 Industries – Halo Infinite

Jul '20 – Nov '22

- Implemented and iterated various UI screens across multiple game modes and areas.
- Worked closely with teams such as UI Art, MP, and Campaign to discuss UI limitations and ensure UX requirements were accomplished to reach the highest quality product.

Associate Technical Designer

Bungie - Destiny 2

Sep '19 – Jul '20

- Built familiar Destiny experiences, gameplay objects, and prefabs in the newest tech.
- Worked closely with the engine team, helping get content creation tools for the newest tech.

Academic Team Projects

Technical Level Designer/Game Director

Night Heist 3D Multiplayer networked stealth action in Unreal Engine

Aug '18 – Apr '19

Team of 23

- Prototyped and blocked out asymmetric levels that supported all game features allowing for the testing and improvement of game systems and level layout.
- Scripted 2 different character classes for asymmetric network play covering over 6 different unique abilities.

Technical Designer/Level Designer

Field Punk 2D Side Scrolling Physics Platformer in Custom Engine

Aug '17 – Apr '18

Team of 10

- Created and tested multiple levels resulting well-polished experiences for players.
- Built full featured prototype using Unity and C#, providing early feedback and actionable data for final product.

Academic Solo Projects

Duality 3D Multidimensional Puzzle Platformer in Unreal 4

Jan '19 – Present

- Scripted a multidimensional travel system that allows players to create a hole in space to smoothly travel from one world to the same space in the other from anywhere.

Senior Analyst/Senior Trainer/Squad Leader

US Army

Apr '07 – Apr '14

Education

Bachelor of Arts in Game Design: DigiPen Institute of Technology

Class of 2020