

TY SOLO

ACTION DESIGNER

SYSTEM DESIGN, ART & PROGRAMMING



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HARD SKILLS

SYSTEMS

- Unreal 5
- Unity
- Microsoft Office 365 Suite
- Miro
- Jira/ClickUp
- Git/Sourcetree

ART

- Adobe Suite
 - Photoshop
 - Illustrator
 - Premiere
- Aseprite
- Houdini
- Traditional

PROGRAMMING

- Visual Studio Code
- Unreal 5
 - Blueprints
 - C++
- Unity
 - C#
- Arduino IDE

OTHER

- Audio/Visual Tech
- Creative Writing
- Quality Assurance

PROFILE

Howdy! My name is **Ty!** I am a motivated, multifaceted **game designer** focusing on action-related design such as **systems, art, and programming.**

EXPERIENCE

Run It Back!

Sept 2024 - Apr 2025

Co-Producer, Artist, Programmer
Fighting Game, Unreal Engine 5

- Showcased at **Level Up Showcase 2025**
- Spearheaded the design and creation of a **2.5D fighting game** alongside my co-producer.
- Create user-friendly **Excel-based design tools** and **engine-related documentation.**
- A primary focus on **core gameplay systems** and **playable characters** which involved:
 - **Iterative design work, breakdowns and research.**
 - **Visual components** such as **mock-ups, concept art, wireframes and animations.**
 - **Programmed** character's vast **movesets and varied mechanics.**
- Ensured the game was tested and useable on **multiple peripherals**

EOGAMI

May 2024 - Aug 2024

2D Artist, UI/System Designer
3D Platformer, Unity

- Showcased at the **CNE Public Game Showcase**
- Helped a team of designers develop a **core system mechanic** where a player could fold their paper character into new form mid-game.
- Provided and worked closely with programmers with **mock-ups** and **detailed workings** of the game's mechanics.

A Quick Stop Before Home

Sept 2023 - Dec 2023

Level Designer
Mod, DOOM (1993), UltimateDoomBuilder

- **Blocked out, documented and developed** a DOOM level with in-game provided assets.
- Developed as an opportunity to explore **fundamentals of level design** within a fast-paced action game.
- Served as an opportunity to learn **game creation tools** made by a devoted community.
- Used design tools such as **Miro** and **documentation** to develop higher-level process work.

EDUCATION

Honours Bachelor of Game Design

Sheridan College, ON

- Educational focus on developing **soft skills** and understanding **design-related principles**
- Academic Works taught how to engage with **teamwork exercises** and **SCRUM workflow.**

REFERENCES AVAILABLE UPON REQUEST

SOFT SKILLS

- Organization & Time Mangement
- Design Thinking Methodology
- Creative Problem Solving
- Self-Motivated & Studious
- Collaboration and Communication
- User-Centered Design
- Resilience
- Empathetic
- Adaptability