

Tyler David Munden

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SUMMARY

Passionate, experienced, and motivated professional devoted to making great games.

EXPERIENCE

Game Design Lead (15 Games Shipped)

N-Fusion Interactive, Marlboro, NJ

July 2005 – Present

Level Designer (1 Game Shipped)

Men of Valor PC

2015 inc. Tulsa, OK

April – December 2004

Lead Level Designer (1 Game Shipped)

Firearms Mod for Half-Life

Published by Valve Software, Bellevue, WA

June 1999 – February 2002

EDUCATION

Full Sail Real World Education, Winter Park, FL

Associate of Science Degree in Computer Animation

Graduate 2003

Ohio State University, Columbus, OH

Post-Secondary Option (High School)

2001 – 2002

London High School, London, OH

Gifted & Talented Program 1993 – 1998

Graduate with Honors 2002

SKILLS

Level Design, Whiteboxing, Gameplay, Scripting/Physics, Lighting, Collision, FX, Detail Pass/Clutter

Game Design, Prototyping (Unity C#, Blueprints, GML), Systems/Feature Design

Documentation and Visual Communication, Enthusiastic Collaborator & Presenter!

Asset Creation (2D, 3D, material, anim) and Art Outsource Management

Design Iteration, Feedback Integration, and QA Liaison

Cinematic Designer, Storyboards, UE5 Sequencer, SFX/VFX

Outside of Gamedev, I play guitar and drums, paint miniatures, and grow a garden each year.

TOOLS

Maya - Photoshop - Unity - Unreal - Audacity - GDocs – Jira/Confluence – Perforce

RELEASED TITLES/PLATFORMS

TITLE	PLATFORM	ROLE	YEAR
Deadly Dozen Reloaded	PC, Xbox, PlayStation	Lead Designer	2022
Aluna Sentinel of the Shards	PC, Xbox, PlayStation, Switch	Lead Designer	2021
Ember	iOS, Android, Switch, PC, Xbox, PlayStation	Design Consultant	2016
1979 Revolution: Black Friday	iOS	Lead Designer	2016
Deus Ex: The Fall	iOS	Lead Designer	2013
Air Mail	iOS, Switch	Lead Designer Lead Programmer	2012
Pajanimals: Light In The Sky	iOS	Designer	2012
Deepak Chopra's Leela	Xbox360, Wii	Lead Designer	2011
Dino Strike	Wii	Designer	2011
Martian Panic	Wii	Lead Designer	2010
Harley Davidson Road Trip	Wii	Designer	2010
Medieval Games	Wii	Lead Designer	2009
Circus Star	Wii	Lead Designer	2009
Frontlines: Fuel of War	Xbox360	Design/UI	2008
Hour of Victory	Xbox360, PC	Lead Level Designer	2007
Das Roboss Mod for Half-Life 2	PC	Lead Level Designer	2005
Men of Valor	PC	Level Designer	2004
Firearms Mod for Half-Life	PC	Lead Level Designer	2002

See more on my gamedev blog: www.tylak.com