

Tyler Joshua Evans

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First-Class Interactive Media graduate from the University of York and technical game developer based in the West Midlands. I am passionate about creating engaging and immersive experiences through game design and development. I possess a broad range of expertise from my studies, from the ability to produce digital content, designing and developing web applications, creating Android mobile applications, evaluating a user experience through user testing and producing Unity-based games. My final-year project, Dead End, explores diegetic interfaces and the impact on game design and player experience. I am currently seeking a graduate job to contribute positively to a team and further develop my skills in the area of games development.

SKILLS

- Considerable knowledge of multiple programming languages, such as Python, C#, JavaScript and Kotlin.
- Experience using a range of software packages like Photoshop, Premiere Pro, Unity, Visual Studio Code and Android Studio.
- Great understanding of front-end web development with HTML and CSS, along with the fundamentals of UX/UI design.
- Ability to communicate effectively; verbally and in writing.
- Excellent teamwork and time management skills.
- Ability to use initiative, work independently and solve problems as they arise.

EDUCATION

University of York – York, UK

Sept 2023 – July 2026

- Studied BSc (Hons) Interactive Media.
- Graduated with First Class Honours.

Notable module results include:

- Interactive Media Individual Project – 76%
- Mobile Interaction – 71%
- Experience Evaluation – 74%
- Interactive Media Group Project – 69%
- User Experience Design – 74%
- Media Production for Interactive Environments – 80%
- Programming for Digital Media (Part II) – 86%

Walsall College – Walsall, UK

Sept 2021 – July 2023

- Studied T Level in Digital Production, Design and Development.
- Overall - Distinction (equivalent to AAA at A-Level).

Brownhills Ormiston Academy – Brownhills, Walsall, UK

Sept 2016 – July 2021

- 9 GCSEs – Grades 9 (including Mathematics, Physics and Chemistry) to 6.
- 1 BTEC – *2 (in Sport).
- 1 CNAT – D2 (in Information Technologies).

WORK EXPERIENCE

LearnPlay Foundation – Wolverhampton, UK

Jan 2022 – Mar 2023

- Completed a 315-hour industry placement as part of my T Level.
- Assisted with graphic design, game development, and videography projects.
- Worked collaboratively to meet project deadlines and client requirements.
- Developed practical workplace skills in communication, organisation, and problem-solving.

DEVELOPMENT EXPERIENCE

Dead End – University Project

- A zombie survival game developed to explore how traditional interfaces can be displayed diegetically.
- Created using Unity / C#.
- Earned a 1st class grade (76%) and was presented at the University of York's 2026 CT Showcase.
- Created item system, diegetic inventory, crafting system and enemy AI.

Snap + Seek – University Project

- An Android mobile game using camera sensing and a machine learning API.
- Created using Android Studio / Kotlin.
- Earned a 1st class grade (71%).
- Created game logic that incorporates the camera and image labelling.

Zombie Attack – University Project

- A small-web based action-adventure game.
- Creating using JavaScript and the p5.js library.
- Earned a 1st class grade (86%).
- Created object-oriented code for player functionality, collectibles and enemies.

Other Projects

- Cosmic Crisis – A VR-based escape room set on a spaceship.
- QuizMyBrain – A web application using an API to deliver topical quiz questions.
- Temple Switch – Outcome of a group project, a Unity-based 2D and 3D hybrid platformer.

ACHIEVEMENTS

- Graduated with First-Class Honours from the University of York.
- Successfully completed a major final-year project earning a 1st class grade, demonstrating successful planning and problem-solving skills to implement diegetic interfaces and game mechanics.
- Led the technical development of a collaborative group project, showcasing leadership and teamwork.

INTERESTS

Enthusiastic about motorsport and Formula 1, always keeping up to date with the latest developments. I also have a strong interest in video games, technology, and programming, regularly developing games in my spare time to expand my technical and creative skills.

REFERENCES AVAILABLE UPON REQUEST