



ANDREW PYLE

GAME DEVELOPER

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andrewdavidpyle.com

EXPERIENCE

Chess Instructor @ Active Learning Services

Nov 2018 – Present

- Organized and ran tournaments with 70+ competitors, requiring high attention to detail and problem solving to identify and settle disputes
- Consistently instructed lessons and performed demonstrations within time constraints
- Developed personalized curriculum to coach students of all skill levels, promoting the development of critical thinking and decision-making skills

Indie Lead Designer and Programmer @ Nocturnal Studios LLC

Dec 2020 – Present

- Designing innovative systems pursuing player immersion and engagement
- Provided creative direction to coordinate efforts with team members to produce a cohesive project
- Displayed proficiency in utilizing programming languages and development software such as GameMaker, Adobe Photoshop, JIRA, and Git
- Conceptualized and implemented original board game rules and mechanics
- Conducted comprehensive play-testing sessions to revise and balance rules
- Participated in and awarded best in show in three separate game jam competitions, successfully coordinating a team to develop a game in under 48 hours

Camp Director @ Southlake Tutoring Academy

Dec 2022 – Present

- Repeatedly hired over school holiday breaks to direct enrichment camps of 30-70+ students
- Organized and ran week long Super Smash Bros. Ultimate and Mario Kart 8 tournaments with 70+ competitors
- Supervised and taught a class of beginner and advanced students chess and chess variants

Camp Instructor @ Active Learning Services

Jun 2022 – Aug 2022

- Flown out to teach at summer camps of 20+ students across the country, instructing chess, game development, and networking/modding in Minecraft
- Introduced students to the processes of game development, guiding them through the process of programming a 2D game using GameMaker
- Designed engaging activities and team-building exercises in Minecraft meanwhile educating students about server hosting, networking, and game modding processes

Designer and Artist @ Land of Myth or Not

Jan 2016 – Jun 2022

- Organized and assisted in the manufacturing of products via creative arts in studio and remotely
- Managed product design and marketing to produce high-demand products

Production Assistant, Volunteer @ Quakecon

Aug 2013 – Aug 2018

- Attended Quakecon for 19 years, volunteering the event for 12 years
- Worked as a production assistant interfacing between the tournament staff and production staff
- Assisted with program design, management of personnel, report writing, and interpersonal communication
- Volunteered over 400 hours with software and hardware setup for 10,000 attendee event

SKILLS

Software and Tools

Microsoft Office Suite, JIRA & Confluence, Adobe Photoshop, Adobe Primere, Adobe InDesign, GameMaker, Git, Visual Studio IDE, Eclipse IDE, Trello, Slack

Hard Skills

Project Design, Systems Design, Creative Direction, Level Design, Quality Assurance, 2D Art and Animation, Programming, User Interface, Production, Creative Writing, Coaching

Soft Skills

Interpersonal communication, leadership, computer literacy, report writing, linux system literacy, computer build assembly, video production, technical writing

EDUCATION

Dallas College

2017 – 2022

Graduated with an Associate of Arts, Emphasis in Arts and Technology with a 3.47 GPA.

Texas Connections Academy

2013 – 2017

Graduated highschool with a 4.09 GPA, ranked 39th in my class of 574 students

PROJECTS

Resolut10ns

Tabletop roleplaying game with rules resolved by a pool of ten-sided dice. This expansive set of 5 rulebooks includes all encompassing and modular rules written over a cumulative 370+ pages. In development since 2017, the project has been thoroughly tested by over 15 groups and thousands of hours of playtime, its rules have been revised into a series of effectively interlinking game systems.

Gladiator

Unannounced video game in development with Nocturnal Studios LLC, Project GLADIATOR is an intense twin-stick shooter that pushes for easy-to-learn and hard-to-master gameplay. With a coordinated team of 7 including project management, production, 2D art, audio, quality assurance, and marketing, Andrew Pyle occupies the role of designer and programmer.

INTERESTS

Gaming, tabletop roleplaying games, traveling, painting, video production