

Tylah Heil

Unity Developer

PERSONAL SUMMARY

Tylah is an experienced Unity Developer with a passion for developing robust tools and frameworks for use in a variety of software and applications. He has experience in many areas of technology and software development including, but not limited to; PC & Mobile Development, VR, Web, and a variety of custom hardware installations. Tylah is able to utilise the skills that he has acquired over the years to deliver software that is tailored to meet the needs of clients and further the success of the company.

EXPERIENCE

Next World Enterprises, Brisbane — Unity Developer

August 2020 - PRESENT

At Next World I have worked on a large number of VR Safety Training and Induction Experiences.

Team Stallion, Gold Coast — Indie Game Developer

August 2019 - PRESENT

In August of 2019 following several months of development on our Indie Game 'Mage Rage' my colleague and I decided to officially register our own business under the name of Team Stallion for the continued development of the game.

Deloitte Digital, Brisbane — Consultant / Unity Developer

December 2017 - June 2020

Following the acquisition of Well Placed Cactus' by Deloitte I continued in a full time role as a Unity Developer as a part of Deloitte's Digital Reality / Emerging Tech team.

Well Placed Cactus, Brisbane — Unity Developer

August 2014 - December 2017

After the completion of the Bachelor of Games Design I applied for a contract position at Well Placed Cactus and was later hired in a full time capacity.

Well Placed Cactus, Brisbane — Programming Intern

July 2013 - October 2013

As part of my education at Griffith University I worked as a Programming Intern at Well Placed Cactus.

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SKILLS

Unity (Traditional & DOTS)
C#
ASP.NET MVC
SQL
3D Modeling
UV and Texture Mapping
Visual Studio
Remote Work

AWARDS

People's Choice Award
Gold Coast Creative Game Challenge
2016
Issued by Professor Bela Stantic,
July 2016

QCA Showcase Award Winner
2014
Best artwork in the past ten years,
QCA Griffith University
Issued by Richard Bell, December
2014

**Best Overall Game (Start-Up
Division)**
48 Hour Game Making Challenge
2014
Issued by Jeannie Munro,
November 2014

**Griffith Award for Academic
Excellence 2013**
*Received for studies in the Bachelor
of Games Design.*
Issued by Professor Ian O'Connor,
December 2013

**Most Outstanding Gameplay
Achievement**
*Received for Development work on
Mage Rage (2013).*
Issued by Professor Herman Van
Eyken, November 2013

EDUCATION

Griffith University, Brisbane — *Bachelor of Games Design*

2011 - 2013

Completed at Griffith University, Southbank.

Gold Coast Institute of TAFE, Gold Coast — *Diploma of Interactive Digital Media*

2009 - 2010

Completed at GCIT, Ashmore.

PROJECTS

VR Safety and Induction Software — *Next World Enterprises*

August 2020 - Present

Developer on a number of pieces of VR Safety Training and Induction Software used across an array of different industries.

Magefall — *Team Stallion*

June 2017 - Present

A reimagined version of Mage Rage that was developed as part of a group project back at Griffith University, currently being developed by myself and one of the other original developers.

Mazda Retail Hub — *Deloitte Digital*

November 2017 - June 2020

Development and testing of Mazda's interactive marketing tool used in dealerships across Australia.

iCare Interactive Touch Screen Installation — *Deloitte Digital*

September 2017 - May 2020

Developer on interactive touch screen installation and responsible for routine installation maintenance.

Coles Little Shop 2 — *Deloitte Digital*

February 2019 - July 2019

Development of Mobile App used as part of the Coles Little Shop 2 marketing campaign.

Super Star Bounce — *Well Placed Cactus*

June 2016 - November 2017

Android and iOS Game Development.

TMR Games (BCM) — *Well Placed Cactus*

May 2017 - September 2017

Development, asset integration, and testing of several minigames.

Cognitive Testing Games (Revelian) — *Well Placed Cactus*

August 2014 - April 2017

Development and testing of a suite of several cognitive testing minigames.

Digital Playspace (MAAS) — *Well Placed Cactus*

June 2016 - March 2017

Development and testing of several Kinect driven interactive experiences.

Reduce Your Juice (BCM) — *Well Placed Cactus*

January 2015 - November 2016

Development and testing of several minigames released as part of a mobile application.

Colour Vision Testing App (UNSW) — *Well Placed Cactus*

August 2014 - September 2015

A collection of minigames used to gather data pertaining to colour vision deficiency.

Mage Rage (2013) — *Griffith University / Indie Development*

June 2013 - November 2013

Mage Rage is a First Person Puzzle Platformer in which the player must use magic to manipulate objects and the environment to solve an array of puzzles. It was released as a free download and can be found on IndieDB and GameJolt.

Dragonspawn — *Griffith University / Indie Development*

September 2012 - May 2013

Dragonspawn is a First Person Shooter that was developed as part of an assignment at Griffith University and later released as a free download, it can be found on IndieDB and GameJolt.

Pivotal Punishment — *Indie Development*

November 2010 - June 2011

Pivotal Punishment was my first foray into mobile game development and was released on iOS back in June of 2011.

REFERENCES

References are available at request.