

# Tyler Martin

tyler@tylermartin.net  
@tylerjaymartin  
linkedin.com/in/tylerjaymartin

## Summary of Qualifications

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Over 20 years of professional experience as a computer programmer in web, mobile, and desktop. 10 years experience with iOS Development, Objective-C, Swift, and more. A developer-designer, schooled as designer, general digital creative. Started career as full-stack web developer, many years as a Flash developer and animator, moved into C-family of languages with the iPhone. Small scale games for iOS/Mac, with custom engines, several released. A graphics programmer with experience in OpenGL/Metal/WebGL and WebAssembly.

## Technical Skills

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Technologies/Tools: Swift, Objective-C, C++, C, OpenGL, WebGL, GLSL, WebAssembly, Metal, Unity, HTML, CSS, JavaScript (native ES5, ES6, Babel), Three.js, Django, Python, AS3, Blender, Photoshop, Illustrator, Sketch, Flash, React, ReactBoilerplate

Computer Systems: iOS, Android, Windows, macOS, Web, Apple TV, Arduino

## Professional Experience

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**Lead Software Developer**, Impossible Bureau 2019–2020

*Javascript (native ES6, Babel), Three.js, WebGL, GLSL, WebAssembly, C++, C, HTML, CSS, npm, React, React Boilerplate, Python, Blender, Sketch*

- Provided general experience leadership and expanded expertise to small team of web developers working mostly in React
- Integrated custom WebAssembly/WebGL workflow into React project, including build scripts integrated into standard React deployment and server-side compiling of WebAssembly.

**Front End UI Developer, Mobile Developer, Freelance** 2010–Present  
*Swift, Objective-C, OpenGL, WebGL, GLSL, Unity, HTML, CSS, JavaScript (native ES5, ES6, Babel), Python, Blender, Photoshop, Illustrator, Sketch*

- Work with agencies to provide clients with custom development, mostly for iOS, but also for web, Android, Unity, and Windows Phone.
- Work best as a front-end UI developer with an emphasis on motion, but have also done everything from custom OpenGL integration to back-end web development.
- Have worked on projects for Nike, National Geographic, Nickelodeon, HBO, Starbucks, Nokia and many others.

**Game Developer, Ultramegatron** 2010—Present  
*iOS, Apple TV, C++, OpenGL, OpenAL, GLSL*

- Between freelance clients, make small-scale games with own custom engine.
- Shipped two games now—Flipominos for Apple TV and iOS in 2016, and Envelop for iOS in 2012—with many more just waiting for my time and attention.

**Software Developer, Struck** 2007 – 2010  
*Flash, AS3, HTML, CSS, JavaScript, iOS*

- Worked mostly in Flash and AS3, but also did a fair amount of HTML/CSS/JavaScript.
- Worked on my first iPhone apps, one of which, LEGO Photo, had over 2 million unique installs within the first few months.
- Worked on projects for Nintendo, adidas, Old Spice and others.

**More experience available upon request**

## **Education and Training**

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Bachelor of Arts, Visual Arts

Brigham Young University