Tyler Trulson
Adaptable Game Developer

Gameplay developer with extensive experience in designing and balancing game modes for live service games. Skilled in quality assurance and game design, with a strong ability to analyze community feedback and implement process improvements. Proficient in leading cross-functional teams. Diverse background with highly transferable skills to fit many positions. Creative problem solver ready to tackle the most frustrating of problems.

Professional Experience

Gameplay Programmer
Immortal Ragdoll Games   *June 2025 - Present*
- Volunteering at an independent studio working on a vertical slice of their first game
- Core member of the decision-making team for feature development
- Utilizing Blueprints in Unreal 5.3 to develop core functionality

Gameplay Designer
Velan Studios, Troy, NY   *October 2021 - August 2023*
- Horizontally promoted from QA after a brief period of working on both roles and training my successor in QA
- Designed, balanced, and implemented game modes leading to successful seasonal launches of Knockout City
- Developed and managed seasonal playlist schedules to enhance player engagement
- Prototyped game modes with no engineering support
- Analyzed & addressed community feedback

QA Analyst
Velan Studios, Troy, NY   *May 2018 - April 2022*
- Directly in charge of a group of junior QA Analysts related to my area of expertise
- Acted as a knowledge leader for Knockout City, supporting team members and enhancing game design
- Oversaw test plan execution and documentation, improving QA processes
- Led multiple groups of cross-functional quality assurance analysts, leading to improved team cohesiveness
- Helped launch Mario Kart Live: Home Circuit and Knockout City, and supported Live Service for Knockout City

QA Analyst
WB Games NY, Troy, NY   *April 2017 - April 2018*
- Collaborated with cross-functional teams to resolve back-end issues for AAA launches
- Oversaw test plan execution and documentation, improving quality assurance processes
- Created a suite of automated testing tools
- Supported the launch of Injustice 2 on Mobile, PC, and Consoles, as well as Middle Earth: Shadow of War on PC/Consoles

WBPlay Engineering Intern
Turbine, Needham, MA   *June 2015 - August 2015*
- Supported the launch of Mad Max on PC and Consoles

Education

Bachelor of Arts in Game Development & Programming   September 2012 - May 2016
Becker College, Worcester, MA
Graduated Magna Cum Laude
Participated in MassDiGI events and classes

Contact Info

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Soft Skills

Quality Assurance
Game Design
Live Service Development
Full Life Cycle Development
Process Improvements
Leadership
Programming
Agile Development
Documentation
Cross-Functional Collaboration
Communication
Gameplay Balancing
Prototyping
Community Feedback Analysis

Technical Skills

Unity
Unreal Engine
Proprietary Game Engines
JIRA/JAAS
Confluence
Perforce
Visual Studio
C++
C#
Python
Javascript
Visual Scripting