

Charles Tyndal

(205) 602-2624 | catyndal@gmail.com | [Portfolio](#) | [LinkedIn](#)

EDUCATION

University of Utah

Masters of Entertainment Arts and Engineering, Game Production
GPA: 4.00

Salt Lake City, UT
August 2024 – Present

Tulane University

Bachelor of Arts, Computer Science: Film Studies
Computer Science GPA: 3.62
Film Studies GPA: 3.75
Honors: Fall 2022 Dean's List, Spring 2023 Dean's List

New Orleans, LA
January 2020 – May 2023

RECENT TITLES

[Echoes of the Nameless](#)

Lead Art Producer: Utah Games

Salt Lake City, UT
November 2024 – December 2024

- Lead an interdisciplinary and multi-lingual group of 13 to develop a VR horror game.
- Coordinated communication and working between the art, design, and engineering teams.
- Kept all teams on schedule in a fast-paced rapid-prototyping environment.

[Fading Expressions: A Dementia Story](#)

Game Director: Utah Games

Salt Lake City, UT
September 2024 – October 2024

- Designed an educational game about the daily struggles of those suffering with dementia.
- Delegated work amongst a group of game artists, technical artists and engineers.
- Lead the design of the game's narrative and visual structure.

ADDITIONAL EXPERIENCE

Brassfield & Gorrie

Unreal Engine Specialist

Birmingham, AL
April 2023 – Present

- Developed a proper pipeline for transitioning architectural models to Unreal Engine 5.
- Creatively solved problems to create easily accessible quick rendering through Unreal Engine 5.
- Trained and advised others in the Virtual Design and Construction department to assist in client pursuits.
- Research and develop creative solutions for creating quick scalable optimizations for complex models.

Louisiana Environmental Activism Network

Independent Educational Game Developer

New Orleans, LA
August 2022- Present

- Lead group of 5 hybrid independent game developers through creation of educational games for children.
- Created three games in collaboration with a cross-functional team, averaging 3 months for each title.
- Researched environmental impacts on southern waterways and created solutions to teach children about them.

RESEARCH PROJECTS

AI Skin Disease Diagnosis for Darker Skin Tones

Undergraduate Project Lead

New Orleans, LA
August 2022 – May 2023

- **Honor: Best Project – Engineering Capstone Design Expo 2023**
- Utilized computer vision and machine learning for skin disease diagnosis on a sub-Saharan African dataset.
- Delegated tasks among a group of undergraduate programmers to meet deadlines with a working product.
- Communicated with project advisors taking feedback and adjusting the schedule as needed.

SKILLS

Software: Unity, Unreal Editor, Blender, Autodesk Fusion 360, Logic Pro X, Adobe Audition, Adobe Premier Pro

Scripting Languages: Java, C#, C++, C, Python, MATLAB, JavaScript, HTML

Technical Skills: Mechanical and Electrical Engineering Experience and Product Development

Personal Interests: Laser cutting, Film making, 3D Printing, 3D Art, Woodworking