Tyler Boyce

tyboyce2@gmail.com | +1(669)588-7199 | www.tylerlboyce.com

EDUCATION

University of California, Santa Cruz (UCSC)   **March 2022**
Master of Science in Games & Playable Media

University of San Diego   **May 2015**
Bachelor of Arts in Political Science

Relevant Experience

Nevada State Legislature - Reno, Nevada
Committee Secretary   January 2023 – Present
- Record weekly committee meetings with drafts totaling 20-30 pages each for public access and review.
- Transcribe 1-3 hour-long committee actions during meetings using excellent skills in writing, English language, and punctuation for improved document clarity.
- Provide frequent and timely edits on working drafts, ensuring published drafts conform to the required 3-week release timeline.
- Collaborate on a team of 5 other committee secretaries to ensure all committee actions are documented for public record.

Nameless Hill - Santa Clara, California
Narrative Designer   September 2021- March 2022
- Teamed with 8 individuals from international backgrounds to develop and publish *Nameless Hill*, a narrative-heavy indie tactical role playing game using Unity game engine.
- Crafted complex 4-act story structure involving 6 unique characters, in order to accompany and enhance the combat-focused core gameplay.
- Wrote and edited over 12,000 words of dialogue, texts, and lore to ensure high levels of immersion.
- Designed 15 narrative events that occurred both during and outside of combat, acting as pivot points for the game's overall branching dialogue system to provide affordances and higher replayability.
- Collaborated closely with the Level Designer after vertical slice, implementing narrative elements for 3 new enemies and character mechanics on a level to level progression curve for increased game complexity.
- Utilized feedback from over 24 rounds of playtesting to rapidly drive revisions and iterations.

Late Submission - Santa Clara, California
Game Designer/Narrative Designer   April 2021
- Developed a life-simulation visual novel in Ren'Py game engine independently with 2 possible story endings.
- Carried decisions across 4 possible scenes using a "Work Points" branching narrative system, where points were tallied in the background based on player dialogue decisions.
- Changed music to coordinate with player decisions up to 5 times per playthrough, providing player immersion and feedback.

Dorkatorium Games - Reno, Nevada
Narrative Intern   March 2015 – May 2015
- Partnered on a proposed indie mobile game (working title: "SPace Odyssey") as part of a team of 3.
- Prepared over 30 pages of technical design and game design notes for story and worldbuilding.
- Created an initial system of 4 explorable planets, 4 player classes, 5 companion characters, and 5 enemy concepts.

Skills and Certifications

- **14 Day Writer Certification**, The Undisputed Academy   November 2022
- **Independent Study in Branching Dialogue and Creating Appealing Characters**, UCSC   March 2022