Ty Morrow Game Programming and Development

Experience

Edikt Studios 2019 - 2021



Starbucks 2019 - 2021



DePaul University 2019 - 2021



Programming Intern/Scrum Master

Worked consistently with teams of 3 or larger on long-form projects over the period of two years focusing acutely on learning through experience with both Unity and C#. Created and monitored sprints and tasks within Jira in order to maintain consitency and reliability between both self and the team. Leveraged the resources provided through the internship as well as peers in order to gain both knowledge and real-world practicality in the gaming field. Completed multiple proof-of-concept projects alongside full experiences.

Barista/Trainer

Supervise trainees and new hires while teaching and assisting with the onboarding proccess through consistent conversation with the store manager. Established systems to help baristas learn their preferred way, while placing a heavy emphasis on practicality and on-the-job experience. Went beyond the typical roles of a barista by working with peers to reinforce standard practices of the business while streamlining productivity. Took initiative to lead and manage whenever the shift lead was not avaliable.

Assistant of Housing Technology

Created systems to optimize the flow of issues throughout the DePaul campus in relation to IT-focused tasks. Hands-on experience with hardware and technology related jobs, setting up devices and providing teaching to individuals with less computer-heavy experience. Worked under supervision of the Housing Technology Department Head, corresponding when presented tasks and exceeding the preset requirements of the job. Use of Microsoft Teams and it's agile environment was a succesful implementation.

Professional Skills

Project Management Critical Thinking Industry Knowledge Research Communication Problem Solving



Get in Touch

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Education

DePaul University - B.S. Game Programming

2021 - 2025