Tylah Heil

Game Developer

110, 105-107 Scarborough St
Southport, QLD 4215
(+61) 0433 742 204
tylahheil@gmail.com

PERSONAL SUMMARY

Tylah is a seasoned, highly experienced Game Developer with a passion for developing robust tools, frameworks and systems for use in a variety of interactive Software and Games. He is highly experienced in many facets of Software and Game Development and has worked on applications targeting a wide range of platforms; PC, Mobile, VR, Web as well as a number of custom hardware installations. He is able to utilise the skills that he has acquired over the years to deliver bleeding edge Software and Games tailored to meet both internal requirements, the needs of clients, and those of the end user.

EXPERIENCE

Savy Soda, Melbourne — *Game Developer*

December 2021 - November 2026

At Savy Soda I primarily worked as a Game Developer on the live service VR Archery title 'Archery Pro with James Jean Trickshots'.

Next World Enterprises, Brisbane — *Unity Developer*

August 2020 - December 2021

At Next World I have worked on a large number of VR Safety Training and Induction Experiences.

Deloitte Digital, Brisbane — *Consultant / Unity Developer*

December 2017 - June 2020

Following the acquisition of Well Placed Cactus' by Deloitte I continued in a full time role as a Unity Developer as a part of Deloitte's Digital Reality / Emerging Tech team.

Well Placed Cactus, Brisbane — *Unity Developer*

August 2014 - December 2017

After the completion of the Bachelor of Games Design I applied for a contract position at Well Placed Cactus and was later hired in a full time capacity.

Well Placed Cactus, Brisbane — *Programming Intern*

July 2013 - October 2013

As part of my education at Griffith University I worked as a Programming Intern at Well Placed Cactus.

SKILLS

Unity
C#
3D Modeling
UV and Texture Mapping
Godot
GDScript
AI
Visual Studio
Remote Work

AWARDS

People's Choice Award
Gold Coast Creative Game Challenge 2016
Issued by Professor Bela Stantic, July 2016

QCA Showcase Award Winner 2014
Best artwork in the past ten years, QCA Griffith University
Issued by Richard Bell, December 2014

Best Overall Game (Start-Up Division)
48 Hour Game Making Challenge 2014
Issued by Jeannie Munro, November 2014

Griffith Award for Academic Excellence 2013
Received for studies in the Bachelor of Games Design.
Issued by Professor Ian O'Connor, December 2013

Most Outstanding Gameplay Achievement
Received for Development work on Mage Rage (2013).
Issued by Professor Herman Van Eyken, November 2013

Vulpes Software, Gold Coast — Indie *Game Developer*

September 2010 - PRESENT

For many years I have sold a range of Unity Editor tools and 3D Assets under the name of Vulpes Software and at times released small free games across a variety of platforms (Web, iOS, Windows & Mac).

EDUCATION

Griffith University, Brisbane — *Bachelor of Games Design*

2011 - 2013

Completed at Griffith University, Southbank.

Gold Coast Institute of TAFE, Gold Coast — *Diploma of Interactive Digital Media*

2009 - 2010

Completed at GCIT, Ashmore.

PROJECTS

Archery Pro with James Jean Trickshots — *Savy Soda*

December 2021 - November 2026

I worked as the primary Game Developer for the live service VR Archery title.

Magefall — *Team Stallion*

June 2017 - Present

A reimagined version of Mage Rage that was developed as part of a group project back at Griffith University, currently being developed by myself and one of the other original developers.

VR Safety and Induction Software — *Next World Enterprises*

August 2020 - December 2021

Developer on a number of pieces of VR Safety Training and Induction Software used across an array of different industries.

Mazda Retail Hub — *Deloitte Digital*

November 2017 - June 2020

Development and testing of Mazda's interactive marketing tool used in dealerships across Australia.

iCare Interactive Touch Screen Installation — *Deloitte Digital*

September 2017 - May 2020

Developer on interactive touch screen installation and responsible for routine installation maintenance.

Coles Little Shop 2 — *Deloitte Digital*

February 2019 - July 2019

Development of Mobile App used as part of the Coles Little Shop 2 marketing campaign.

Super Star Bounce — *Well Placed Cactus*

June 2016 - November 2017

Android and iOS Game Development.

TMR Games (BCM) — *Well Placed Cactus*

May 2017 - September 2017

Development, asset integration, and testing of several minigames.

Cognitive Testing Games (Revelian) — *Well Placed Cactus*

August 2014 - April 2017

Development and testing of a suite of several cognitive testing minigames.

Digital Playspace (MAAS) — *Well Placed Cactus*

June 2016 - March 2017

Development and testing of several Kinect driven interactive experiences.

Reduce Your Juice (BCM) — *Well Placed Cactus*

January 2015 - November 2016

Development and testing of several minigames released as part of a mobile application.

Colour Vision Testing App (UNSW) — *Well Placed Cactus*

August 2014 - September 2015

A collection of minigames used to gather data pertaining to colour vision deficiency.

Mage Rage — *Griffith University / Indie Development*

June 2013 - November 2013

Mage Rage is a First Person Puzzle Platformer in which the player must use magic to manipulate objects and the environment to solve an array of puzzles. It was released as a free download and can be found on IndieDB and GameJolt.

Dragonspawn — *Griffith University / Indie Development*

September 2012 - May 2013

Dragonspawn is a First Person Shooter that was developed as part of an assignment at Griffith University. It was released as a free download and can be found on IndieDB and GameJolt.

Pivotal Punishment — *Indie Development*

November 2010 - June 2011

Pivotal Punishment was my first foray into mobile game development and was

released on iOS back in June of 2011. A Web Player version can still be found on IndieDB.

REFERENCES

References are available at request.

DEMOS & VIDEOS

Demos and Videos for some projects can be provided at request.