

Tyler Wong

Software Engineer — AI Prototyping & Product Tools
tylerwongj.com (Full Resume)

Software engineer with a background in web development, consulting, Unity/C# game development, mobile products, and independent prototyping. Recently focused on practical AI prototyping, workflow automation, and AI-assisted development through hands-on projects using Python, FastAPI, OpenAI API workflows, and lightweight web applications. Interested in roles that turn ambiguous ideas into working prototypes, internal tools, and product experiments.

AI Prototyping Projects — Python / FastAPI / OpenAI API
June 2025 – Present

- Exploring practical AI workflows using Python, FastAPI, structured inputs, and OpenAI API calls.
- Building small prototypes around intake forms and workflow automation.
- Practicing rapid prototyping with AI-assisted coding tools, lightweight backends, and simple web interfaces.
- Focused on turning ambiguous ideas into usable demos and internal-tool concepts.

WORK EXPERIENCE

TruPlay Games, LLC, Austin, TX — *Unity Game Engineer*

AUGUST 2023 - JULY 2024

- Built and maintained Unity/C# features for TruPlay's mobile gaming platform.
- Contributed to gameplay systems, UI implementation, debugging, and mobile product iteration.

Tic Toc Games, LLC, Burbank, CA — *Unity Game Engineer*

AUGUST 2020 - JANUARY 2023

- Developed Unity/C# features for multiple Match-3 mobile games, including Funko Pop Blitz.
- Implemented gameplay, UI, and content-driven features in collaboration with designers, artists, and producers.

Beach Day Studios, LLC, Portland, OR — *Unity Game Engineer*

JANUARY 2020 - APRIL 2020

- Built Unity/C# gameplay prototypes for hypercasual mobile games.

Self-Employed, Walnut, CA — *Unity Game Engineer*

OCTOBER 2018 - JANUARY 2025

- Created independent Unity mobile game prototypes across hypercasual, puzzle, runner, and drawing-tool concepts.

Liferay, Inc., Diamond Bar, CA — *Web Consultant*

MAY 2015 - JANUARY 2019

- Built and supported web features across 20+ client and internal projects.

Square Room Escape, Irvine, CA — *Web Developer*

SEPTEMBER 2014 - MAY 2015

- Web Developer for squareroomescape.com (HTML/CSS/JS).

TYLER WONG

PLACENTIA, CA

tylerwong.j@gmail.com

PROJECTS (UNITY)

Puzzle Split — *Hypercasual Puzzle Platformer*

- 22.4% D7 Retention

Car Fall 3D — *Hypercasual Platform Runner*

- 3,000+ Downloads

Cube Stack — *Hypercasual 2048*

- Hypercasual 2048 game

Ball Jump — *Hypercasual Endless Runner*

- Hypercasual Endless Runner

Burn — *Art Drawing Tool*

- Minimalistic Art Drawing Tool

Run Pom Run — *Hypercasual Endless Runner*

- Hypercasual Endless Runner

EDUCATION

University of California, Los Angeles — *Psychobiology, B.S.*

2010 - 2014

SKILLS

- Languages: C#, Python, JavaScript, HTML/CSS
- AI & Prototyping: OpenAI API, LLM workflows, AI-assisted coding, workflow automation, rapid prototyping
- Backend/Web: FastAPI, REST APIs, lightweight web applications
- Game/Interactive: Unity, gameplay systems, mobile game development, UI implementation
- Tools: Git, GitHub, VS Code