

Tiyona Reyerson

Graphics Programmer

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☎ (396) 179-5927
📍 Harrisburg, PA

EDUCATION

Bachelor of Science in Computer Graphics Programming at Drexel University, Philadelphia, PA

Aug 2016 - May 2020
Relevant Coursework: Algorithms, Data Structures, Object-Oriented Programming, Computer Graphics Programming, Web Development.

LINKS

[linkedin.com/in/tiyonareyerson](https://www.linkedin.com/in/tiyonareyerson)

SKILLS

- C++
- OpenGL/DirectX
- Shader programming
- D math
- Rendering techniques
- Image processing
- Optimization algorithms

LANGUAGES

- English
- Spanish

HOBBIES

- Drawing
- Video Game Design
- 3D Modeling

PROFILE

I am a Graphics Programmer with over 3 years of experience in the field. I have a solid understanding of DirectX/OpenGL/Vulkan and have worked on a wide range of projects, from 2D/3D mobile games to high-end PC titles. My core expertise lies in developing and optimizing graphics solutions, with a focus on performance and usability. I have a strong understanding of graphics algorithms, shaders, and hardware architectures. I have also worked on tools and pipelines for 3D content creation and asset management. My experience has enabled me to develop efficient, high-quality graphics solutions for a variety of platforms.

EMPLOYMENT HISTORY

- **Lead Graphics Programmer at Electronic Arts (EA), PA**
Oct 2022 - Present
 - Developed and implemented new shader technology for EA's Frostbite 3 engine, resulting in a 40% improvement in rendering efficiency across all platforms.
 - Streamlined the graphics pipeline by creating a suite of automated testing tools, resulting in a 25% decrease in development time.
 - Led the team that designed and developed a new lighting system for EA's open world games, resulting in a 10% increase in visual fidelity.
- **Senior Graphics Programmer at Ubisoft Entertainment, PA**
Aug 2020 - Sep 2022
 - Developed a new 3D rendering engine for Ubisoft Entertainment's game, Assassin's Creed, which reduced rendering time by 20% and improved performance by 15%.
 - Created a new graphic simulation system for Ubisoft Entertainment's game, The Division 2, which improved the game's visual effects by 25%.
 - Developed a new lighting system for Ubisoft Entertainment's game, Far Cry 5, which reduced the game's loading time by 30% and improved the overall graphical quality by 40%.

CERTIFICATES

- Certified Graphics Programmer (CGP)**
Jul 2021
- Unreal Engine 4 Certified Developer**
Jan 2020

MEMBERSHIPS

- International Game Developers Association (IGDA)**
- Academy of Interactive Arts & Sciences (AIAS)**