

Tyler Clark

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[Portfolio](#) | [Spotify](#) | [LinkedIn](#)

Summary

Versatile and multidisciplinary creative professional with a hybrid skillset in music composition, game audio design, and full-stack development. Experienced in independently producing music albums, scoring original game soundtracks, and building interactive digital experiences. Passionate about storytelling, user immersion, and emotional connection through sound and code.

Proven ability to diagnose and resolve technical issues across hardware, software, and telecommunications. Adept at **translating technical information into clear, understandable language** for diverse audiences, consistently delivering exceptional customer service. Seeking a challenging role where strong problem-solving, interpersonal, and technical skills can contribute to innovative projects and operational excellence.

Professional Experience

Freelance Web & Game Developer - Remote | 2021-Present

- Designed interactive front-end interfaces and implemented back-end logic for personal and client projects, often involving **troubleshooting integration issues** between different systems.
- Specialized in merging audiovisual experiences with technical functionality, requiring keen attention to **debugging and optimizing performance**.
- Built tools and games with immersive storytelling and integrated sound design, frequently **diagnosing and resolving software conflicts** and compatibility issues.
- Acted as a primary technical contact for clients, **explaining complex development processes and solutions clearly** and patiently, enhancing client understanding and satisfaction.

Independent Composer & Producer - Freelance | 2018 - Present

- Created music for video games, digital media, and independent albums, including **resolving audio compatibility** across various platforms.
- Troubleshooting and resolving audio implementation challenges within game engines, ensuring seamless integration and optimal performance.
- Maintained complete control of creative direction, mixing, and mastering, which included **diagnosing and rectifying audio signal chain problems** and software glitches.

Delivery Driver (Independent Contractor) | DoorDash | June 2024 – February 2025

- Consistently achieved a **4.7 out of 5-star customer satisfaction rating across over 500 deliveries**, demonstrating exceptional service and problem-solving.
- **Communicated efficiently and strategically** with customers, providing real-time updates and proactive solutions for item availability or delivery challenges.
- **Proactively identified and recommended suitable replacements** for unavailable items, carefully tuning suggestions to individual customer preferences, leading to high satisfaction.
- Maintained continuous customer engagement by **keeping them updated throughout the delivery process**, and diligently searched for resolutions to issues, ensuring a positive experience even when challenges arose.

Skills

Technical Skills:

- **Operating Systems:** Windows (all versions)
- **Hardware Troubleshooting:** PC assembly/disassembly, component diagnostics, network hardware (routers, switches, firewalls), peripheral devices, **identifying and resolving hardware conflicts**.
- **Software Troubleshooting:** Application crashes, driver issues, system configurations, virus/malware removal, data recovery principles, **debugging code errors, resolving software compatibility issues**.
- **Networking & Telecommunications:** TCP/IP, DNS, DHCP, Wi-Fi configuration, basic routing/switching, VoIP systems, VPN setup, remote desktop protocols, **diagnosing connectivity problems, optimizing network performance**.
- **Programming & Scripting:** JavaScript, HTML/CSS, React.js, Node.js, SQL, AWS, Git, Electron.js, C#
- **Version Control:** Git
- **Database Fundamentals:** SQL

Game Development Skills:

- **Game Engines:** RPG Maker MV, Unity (basic)
- **Game Development:** JavaScript, HTML/CSS, Game Narrative Design, Blueprint Scripting
- **Quality Assurance (QA):** Test case creation, bug reporting, regression testing, functional testing, performance testing, usability testing, compatibility testing, **meticulous identification of game bugs and anomalies.**
- **Game Mechanics Analysis:** Understanding game loops, player experience (UX), balancing, level design principles
- **Agile/Scrum Methodologies:** Participation in daily stand-ups, sprints, retrospectives

Music & Audio Production:

- **Proficient in:** FL Studio, FamiTracker, Wwise Middleware
- **Skills:** Sound Design, Audio Engineering, Vocal Production, Music Composition, Mixing, Mastering

Creative Production:

- Project Management, Cross-Platform Distribution, Storytelling, Concept Development

Soft Skills:

- **Exceptional Customer Service:** Active listening, empathy, conflict resolution, maintaining composure under pressure, **translating complex technical concepts into clear, understandable language for non-technical users, maintaining high customer satisfaction ratings through proactive communication.**
- **Clear Technical Communication:** Explaining complex concepts simply, creating user-friendly documentation, effective verbal and written communication.
- **Problem-Solving & Analytical Thinking:** Root cause analysis, logical deduction, creative solutions, **efficiently identifying and troubleshooting diverse technical challenges, strategically navigating unexpected obstacles to find optimal solutions.**
- **Adaptability & Learning Agility:** Quickly mastering new technologies and tools.
- **Team Collaboration:** Working effectively in cross-functional teams.
- **Attention to Detail:** Meticulous approach to testing and troubleshooting, ensuring high quality.

Projects

The Red Rose RPG Game | RPG Maker MV | 2018-2022

- Designed and developed a full-length, single-player RPG using RPG Maker MV, delivering 8 hours of fully playable content.
- Created all game assets independently, including art, narrative, music, sound design, gameplay systems, and direction.
- Wrote and implemented a branching storyline focused on themes of found family, self-discovery, and purpose, offering multiple player-driven endings.
- Built a rich, emotionally driven narrative experience with strong emphasis on character development and player choice.
- Applied end-to-end project management skills to bring a complex solo game project from concept to release, **identifying and mitigating technical roadblocks throughout development.**

OverWhelm | Browser Game | JavaScript, Electron.js | 2025

- Built a one-screen, top-down eight-directional shooter using JavaScript, HTML, and CSS.
- Developed a standalone desktop version using Electron.js for cross-platform distribution.
- Designed and implemented all game mechanics, visuals, and interface elements as a solo developer, **meticulously testing and debugging for smooth gameplay.**
- Composed and produced full original soundtrack and sound effects to support gameplay and atmosphere.
- Delivered a complete, self-contained game experience with polished presentation and responsive controls.

Adversity by Veneeru | Concept Album | FL Studio | 2023

- Composed and produced a concept album exploring life's emotional stages.
- Scored each track to reflect shifting emotional tones, using music to convey complex psychological themes.
- Self-produced and mastered the entire album in FL Studio 22 by ear, supported by a solid foundation in music theory, **including detailed audio troubleshooting and optimization.**
- Designed original sound effects to give each track a unique sonic identity and enhance listener immersion.
- Managed all aspects of the project independently, from composition and arrangement to production and mastering.

Education

Full-Stack Web Development Immersion | CareerFoundry | 2021-2022

- Covered HTML, CSS, JavaScript, React.js, Node.js, SQL, and AWS.

Autodidact Music Composition | 2020-2025

- Independently studied audio engineering, music theory, and production techniques.