

# Curriculum Vitae

## Tyler Hickey

### SUMMARY

#### OBJECTIVE

With an extensive background in multimedia authoring, technical writing, and constructive collaboration, I am seeking to apply the skills that I have developed in a professional environment that encourages innovation and creative problem solving. My main focus is on promoting effective information flow and structures as well as improving user and customer experiences.

#### EDUCATION

B.A. in Digital Technology & Culture; English 2017

Certificate of Professional and Technical Writing 2017

#### EXPERIENCE

Project Manager – Web Development Team for Project 497 Virtual Reality Game

Web Coder – Game Camel Website Redesign Fellowship

Teaching Assistant for Narrative and New Media – SFU Surrey

Teaching Assistant for Advanced Multimedia Authoring – WSUV

Writing Consultant – WSUV Writing Center

Prose Editor – *Salmon Creek Journal*

#### AUTHORED MEDIA WORKS

E-Lit: 4

Games: 1

Websites: 2

Prose: 2

#### PUBLICATIONS

*The Green Place* – Conference Presentation NUCL 2016

#### TECHNICAL SKILLS

Experienced with HTML5, CSS3, JavaScript, jQuery, Unity Engine, Office Suite, Experience Design Software.

Proficient with Adobe Illustrator, Photoshop, AfterEffects, Premiere, C# Unity Scripting, SCSS, Bootstrap, Processing Java Scripting.

## EDUCATION

- **M.A. Program in School of Interactive Arts and Technology (Incomplete)** **2017**  
Simon Fraser University Surrey  
*SIAT Faculty Mentor:* Dr. Alissa Antle  
GPA: 4.17
  
- **B.A. in Digital Technology & Culture and English** **2017**  
Washington State University Vancouver  
*DTC Faculty Mentors:* Professor Will Luers and Dr. Dene Grigar  
*English Faculty Mentor:* Dr. Carol Siegel  
GPA: 3.68
  
- **Certificate of Professional and Technical Writing** **2017**  
Washington State University Vancouver  
*Program Coordinator:* Dr. Wendy Olson

## UNIVERSITY EXPERIENCE

- Web Development Team Leader** **2016 – 2017**  
*Beasts and Heroes - WSUV Digital Technology & Culture Senior Seminar*
  - Developed web framework for *Beasts and Heroes*, an upcoming virtual reality game.
  - Assisted in Unity engine coding.
  - Supported production of content and promotional material.
  - Collaborated on User Interface and Game Design teams.
  - Refined game systems.
  - Optimized information structures.
  
- Web Developer** **2017**  
*Game Camel Website Redesign Fellowship*
  - Analyzed current website structure.
  - Generated wireframes for new website structure.
  - Formulated content strategy with team.
  - Developed website with HTML5, CSS3, JavaScript, Node.js.
  - Conducted usability testing at all stages of development.
  - Communicated regularly with client.
  
- Teaching Assistant** **2017**  
*School of Interactive Arts and Technology, SFU Surrey*
  - Supported the professor in the development and presentation of lecture materials.
  - Held feedback sessions with small groups to problem solve and discuss work.

- Critically analyzed multimedia works throughout development.
- Assisted in managing time constraints and mediating concerns among groups

### **Teaching Assistant**

**2017**

*WSUV Digital Technology & Culture*

- Constructed reference materials for the class.
- Supported students in workshop.
- Addressed student confusion during instruction.
- Facilitated skill building in JavaScript and jQuery.

### **Writing Consultant**

**2015 – 2017**

*WSUV Writing Center*

- Acted as a consultant for students at all stages of the writing process.
- Engaged with students to propose incremental and realistic steps for revision.
- Promoted a constructive and respectful writing environment.
- Digitally published reference materials and handouts.
- Restructured Online Writing Lab processes.

## **RESEARCH EXPERIENCE**

### **Research Assistant**

**2016**

*Departments of English & Engineering, WSUV*

- Conducted interviews with recent Engineering graduates, focusing on writing practices in their current professional positions and transfer of writing skills between disciplines.
- Mapped required writing in Engineering courses offered at the university.
- Transcribed audio recordings of focus groups and interviews for further analysis.
- Facilitated professional workshop for English and Engineering faculty.
- Contributed student perspective to proposed rubric prototypes.
- Evaluated student samples using proposed rubrics and helped revise rubrics.

### **Research Assistant**

**2017**

*School of Interactive Arts and Technology, SFU Surrey*

- Analyzed current presence of the lab website.
- Evaluated information structure for strengths and weaknesses.
- Developed a plan to remodel the site.
- Constructed a skeleton model of a new lab site structure.

## PROFESSIONAL EXPERIENCE

### **Founder and Creator**

**2016 – 2017**

*Salmon Creek Digital: Digital Arts and Literature Journal*

- Performed user requirements analysis testing at all stages.
- Collaborated with team members and Student Media Board.
- Constructed prototype sites.
- Outlined standard operating procedures for future issues of *Salmon Creek Digital*.
- Launched first issue of *Salmon Creek Digital* journal Spring 2017.

### **Prose Editor**

**2015 – 2017**

*Salmon Creek Journal*

*www.salmoncreekjournal.com*

- Processed submitted works for publication.
- Advocated for integrity of submitted works.
- Maintained contact with contributors.
- Acted as community liaison and advocate for journal.

### **Administrative Assistant**

**2014 – 2015**

*NorthSky Communications*

- Maintained and edited Excel workbooks and formulas.
- Navigated internal data-entry systems.
- Coordinated installation teams.

## Authored Media Works

### **“Corridor’s End”**

**2016**

*HTML5/JavaScript/jQuery*

*dtc-wsuv.org/thickey16/corridors*

A browser game with branching narrative and randomized gameplay functions. Explores “ethical gameplay” with themes of greed and power. Published in *Salmon Creek Digital 2017*.

### **“An Account of the 4<sup>th</sup>”**

**2016**

*Google Maps API/JavaScript*

*dtc-wsuv.org/thickey16/account4*

An electronic literature piece that uses Google Maps API to plot the course of a person of interest in a homicide investigation over the course of a night.

**“The Acquaintance”** **2016**

*HTML5/CSS3/Typist.js*

*dtc-wsuv.org/thickey16/acquaintance*

A branching narrative which evolves based on the user’s choice of how to respond to generated text. Published in *Salmon Creek Digital 2017*.

**“Retail Hell”** **2016**

*HTML5/CSS3/FancyBox*

*dtc-wsuv.org/thickey16/retail*

An electronic literature piece exploring the alteration of meaning through typography as a retail store employee finds out a secret behind her job.

**“PeaPod”** **2016**

*HTML5/CSS3*

*dtc-wsuv.org/thickey16/peapod*

A cautionary tale told through a faux-social media platform about a group of friends discovering the dangers of digital anonymity.

**“Key to the Heart”** **2017**

*Prose*

A short story about imperfections and acceptance of the self. Published in *Salmon Creek Journal 2017*.

**“Remembrance”** **2017**

*Prose*

A short story about grief. Published in *Salmon Creek Journal 2017*.

## HONORS & AWARDS

- 3rd in Category at Pacific Printing Industries’ 2016 Print Rocks Awards for 2016 issue of *Salmon Creek Journal*.
- President’s Honor Roll Fall 2013 – 2016.

## PUBLICATIONS & PRESENTATIONS

Hickey, Tyler. “The Green Place: *Mad Max: Fury Road* as George Miller’s Feminist Fairytale.” Northwest Undergraduate Conference on Literature, 19 March, 2016, University of Portland, Portland, OR. Presentation.