

TYLER SIGMAN

Consulting Game Designer, Writer, and Analyst

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360.220.4585

CAPABILITIES:

- Comprehensive game design: digital or paper, multiple genres
- Writing: GDDs, scripts, world-building
- Project management / Product Development
- Complex systems and balancing
- Fluent in ActionScript, C++
- Award-winning Teacher (Game Theory, Game Design, Game Mechanics)
- Experienced engineer and analyst (8 years of aerospace engineering)

SELECTED CREDITS:

- Lead Designer and Writer, **Age of Empires: The Age of Kings**, a game for the Nintendo DS (Backbone Entertainment, 2006).
- Lead Designer, **Sonic Rivals**, a game for the Sony PSP (Backbone Entertainment, 2006)
- Designer, **Monster Lab**, a game for the Nintendo Wii and Nintendo DS (Backbone Entertainment, 2008)
- Author, **"Pawn Takes Megabyte"**, Escapist Magazine Issue #105 (July 2007)
- Author of several feature articles on Gamasutra.com, including **"The Siren Song of the Paper Cutter"** and **"Probability for Game Designers"** (2004 through 2007)
- Contributing Author, **Worlds of the Dead**, a supplement to the role-playing game "All Flesh Must be Eaten" (Eden Studios, 2006)
- Author, **"Mocha Futures"**, a short story appearing in the August 2004 issue of [Cyber Age Adventures \(www.ihero.net\)](http://www.ihero.net)
- Co-Designer and author, **Hexenhammer**, a non-collectible card game (Sphinx Spieleverlag www.sphinxspiele.de, 2004)
- Author, **"Martin's Inferno"**, a short story included in the Origins Award™ nominated zombie fiction anthology **The Book of More Flesh** (Eden Studios, 2002)
- Designer and author, **Night of the Ill-Tempered Squirrel**, **Witch Hunt**, **Shrimpin'**, three non-collectible card games (Alien Menace Games, 2003)
- Contributing author, **Battle Cattle: Quest for the Holy Pail**, a miniatures game (Wingnut Games, 2001)
- Designer and author, **Mythrole: Merchants**, a strategy board game (Mythrole Games, 2001)

AWARDS:

- **Age of Empires: The Age of Kings**: IGN "DS Strategy Game of the Year 2006", CAEAA "Game Design of the Year" (2006), "Game of the Month" (IGN 2/06, EGM 3/06), BAFTA Nomination "Best Strategy Game" (2006), Gamespot Nomination "Most Surprisingly Good Game" (2006)
- **Best Course Award (3 times)**, **Best Instructor Nomination (2 times)**: for "Analog Game Theory" class taught at Vancouver Film School's year long Game Design program

EDUCATION:

Colorado State University: MBA (in progress)

Cal Poly, San Luis Obispo: B.S. Aeronautical Engineering awarded Cum Laude

Vancouver Film School: Game Theory, Game Mechanics, Feature Script Analysis

GameInstitute.com: C++ for Game Development, 3D Graphics Programming with DirectX