

TYLER MERKER

Software Developer | Multiplayer, VR & Integrations

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Software developer specializing in multiplayer networking, VR physics and online-service integrations. Experience spans commercial games, university research, Unreal Engine plugins and team leadership. Open to software roles and freelance integration work within and beyond games.

SELECTED CLIENT RESULT

Bow-Bots - VR multiplayer optimization. Reduced unnecessary client replication and network update frequency, improving headset performance from roughly 30 FPS or less to a stable 72 FPS in live matches with up to eight players. Network Engineer / Gameplay Debugger; May 2023 - January 2024.

EXPERIENCE

Software Developer | Betide Studio

November 2025 - Present

- Primary developer for Edgegap Integration Kit; primarily cover EOS Integration Kit and provide supplementary support for Steam Integration Kit.
- Develop matchmaking, party travel, dedicated-server and Blueprint workflows; address online-service reliability and Unreal compatibility. Participate in NeoStack/AIK meetings and QA.

Software Engineer | DAIL Cornell

May 2024 - July 2025

- Engaged directly to introduce replicated physics interactions with 3D objects into an Unreal Engine VR research project.
- Project still under development. Details under NDA.

Co-owner & Lead Developer | Wild Tales Studio

February 2020 - Present

- Developed client/server systems and peer-to-peer multiplayer for Net/Duel, a completed, unreleased game with ability and cosmetic customization.
- Managed contributions within a team of up to six; partner primarily oversaw concept art.

Programming Manager | Flash Forward Games

January 2019 - January 2020

- Progressed from QA to QA Lead to Programming Manager. Improved QA and bug-fix turnaround while advancing network consistency.

TECHNICAL FOCUS

Unreal Engine; C++; Blueprints; multiplayer replication; VR physics and performance; client/server and peer-to-peer systems; EOS, Edgegap and Steam integrations; AI-assisted development; Stable Diffusion-to-Unreal image integration.

EDUCATION

Computer Science degree | Fairleigh Dickinson University | 2014 - 2018