Dominik Wylie

Games Programmer   Gameplay, Tools, Tech Design

I am a graduate games programmer who studied at Abertay University. Throughout my education and personal projects, I have gained knowledge from Tools and Gameplay/Mechanics to Network and Shader programming. I have most of my programming experience in C++ engine free and within UE5, and I have used C# with Unity, HLSL, and Java. Every project I do, I want to be learning new things as I find that to be the most fun and fulfilling. I am an extrovert and I love working and collaborating in teams and working with designers and artists to bring their ideas to life.

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Technical Skills

C++   C#   Java

Unreal Engine   Unity

SFML   Networking

Tools Programming

Technical Design

Gameplay Programming

Mechanics Programming

DX11 HLSL   Octrees

Algorithms   LaTeX

Threads   Web Dev

CSS   HTML

Other skills

Teamwork

Communication

Organisation

Problem solving

Start Windsurf instructor

Powerboat level 1

First aid

Boat and board repair

Skilled labourer

Driving   Guitar

Projects

Left Upon Read - Triple Seven Studios - Dare Winner 2024
Feb 2024 - ↺
Dare Academy - Abertay University - UE5 - Soon to be Indie Studio

Left upon read is a game inspired by Dishonored, DOOM and ULTRAKILL where the player is tasked with balancing answering messages on their "iStone" and and fighting enemies with their sword and spells. All the programmers helped where needed, I focused on the phone mechanic, messaging, bug fixing and player experience. The phone mechanic consists of a message editor tool for designers to add, edit and remove characters, messages, response options and character responses that is written in Jason format. Logic within unreal to read, organise and display the messages at the appropriate time, the ability for players to read, navigate and respond to messages with a visual 2D display shown in the world with Unreal engines UMG systems. We are starting a rewrite to use better systems and techniques, using Lyra as a reference. This includes code review and automated testing; as we plan to take this forward and build a full game.

Tools Project
Jan - May 2025
Abertay University

I was tasked on creating a tool for a bare bones project inspired from the World of Warcraft world editor. I crated a Gizmo using DXTK's primitive lines, the user can select an object and drag in a single dimension or in a plane by selecting the smaller squares. I crated static functions for the picking intersections and created a custom picking function for the gizmo to make it light weight and reusable. When the user hovers over the line or plane dragger turns white it indicate what one is hovered. I used the observer pattern with interfaces to control inputs and organise the subscribed objects. I also used this system for the camera controls. This project inspired my interest in tools programming and design patterns.

Fallout Packers
Game Jam - Unity - Abertay University

Fallout Packers is a game where you explore, get items and need to organise your bacpack and decide on what to craft and can take out on your next expedition to alter your chances of getting different items. I focused on the crafting system developing tools in unity for designers to add different items to craft and what items they are crafted with.

Activities

Outside of programming and games, I have a passion for windsurfing, I really enjoy the sport and a really enjoy teaching. There's something great about explaining something to someone, they completely understand and seeing their excitement from what you taught. I boulder every week and enjoy road cycling. I also play guitar and vocals, I have played most days of the week for years and plan to go to some open mic nights and continue to develop my skills.