

DYLAN GRANADO

GAME DEVELOPER

CONTACT

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SKILLS

GAME ENGINES

- Unreal Engine, Unity, Godot

PROGRAMMING LANGUAGES

- C#, C++, Python, GDScript

GAME DEVELOPMENT

- Gameplay Programming, AI Systems, Educational Game Design & Gamification, UI/UX for Games

TOOLS & PRACTICES

- Git/Github, Procedural Generation, Debugging & QA Testing

LINKS

Github

<https://github.com/DylBDevvin>

Portfolio

[https://dylbdevvin.github.io/
DylBDevvinPortfolio/](https://dylbdevvin.github.io/DylBDevvinPortfolio/)

ABOUT ME

I've loved video games my whole life, and developing them has always been my dream. That passion led me to build independent projects like Koko's Kitchen in Unity and C#, where I learned firsthand about optimization, level design, and project planning. Whether working solo or on a team, I've developed games, built tools for game developers, and continually strive to create meaningful, polished experiences. I'm especially passionate about using games to help others learn and grow, designing interactive experiences that make education engaging, fun, and effective.

WORK EXPERIENCE

Law School AI	JANUARY 2024 - JUNE 2024
Game Developer Internship	
• Designed and implemented interactive quiz systems in Unreal Engine (Blueprint & C++) to gamify law school study material, making exam prep more engaging and enjoyable.	
• Programmed a ten-question quiz engine with a random question pool to ensure replayability and dynamic learning experiences.	
• Built a polished, user-friendly interface with modern UI/UX principles to keep complex legal content accessible and visually appealing.	

EDUCATION

Bachelor of Arts: Computer Science	2021-2025
Rutgers University - Camden	
Bachelor of Arts: Digital Studies	2023-2025
Rutgers University - Camden	
GPA: 3.7 / 4.0, Cum Laude	
Dean's List - 5 Semesters	

PROJECTS *(More in portfolio)*

Pixel Art Grass Generator (HTML, CSS, JavaScript)

Developed a procedural pixel art grass generator to streamline asset creation for indie game developers. Designed customizable options for color, pattern, and density, eliminating the need to hand-draw repetitive assets. Praised by fellow developers for improving workflow and saving design time.

Koko's Kitchen (Unity, C# - Solo Project)

Designed and developed a complete 2D game independently. Focused on gameplay feel, optimization, and intuitive level design. Gained experience in all stages of development, from prototyping to polish.

Really Frickin' Hard RPG (Unity, C# - Solo Project)

Developed a solo RPG project where I created all animations, art assets, and UI, gaining valuable experience in time management, balancing, and cohesive game design. This project earned the Kristie Lindenmeyer Outstanding Digital Studies Research Award for creativity and impact.