

DYLAN GRANADO

GAME DEVELOPER

CONTACT

- +1-732-567-9231
- granadod1738@gmail.com
- 15 Cambridge Road,
Holmdel New Jersey,
07733
- <https://dylbdevvin.github.io/DylBDevvinPortfolio/>

SKILLS

- Unity, Godot, Unreal Engine
- C#, C++, Python, GDScript
- Gameplay Programming
- UI/UX Design for Games
- AI Integration & Systems Design
- Level Design
- Quality Assurance Testing

AWARDS

- Awarded Dean's List honors for five out of six completed semesters.

LINKS

Itch.io
<https://dylbdevvin.itch.io/>
Github
<https://github.com/DylBDevvin>

ABOUT ME

I'm passionate about programming and crafting immersive game experiences. I have extensive experience in game design and development, particularly in using Unity, Godot, and Unreal Engine to create engaging gameplay mechanics and visually appealing interfaces. I seek a role where I can design innovative mechanics, user-friendly interfaces, and captivating environments to elevate player experiences.

WORK EXPERIENCE

Law School AI Game Developer JANUARY 2024 - JUNE 2024

- Worked on projects involving integrating AI into video games, to create immersive and enjoyable learning for law school students. Played a pivotal role in UI implementation and level design. Integrated ChatGPT with .NET services to add endless and responsive automation to the gameplay loop.

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

PROJECTS

Grass Generator — JavaScript, HTML, CSS

Developed a pixel art grass generator tool for indie developers, featuring customizable options for color, shading, and pattern variation. Designed efficient algorithms for procedural generation, significantly reducing game art production time.

Koko's Kitchen — Unity, C#

Solo-developed an action-adventure game focused on core gameplay systems, enemy AI, and level progression. Strengthened skills in object-oriented programming, game design, and player experience optimization.