

Dylan Granado

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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.

EDUCATION

Rutgers, Camden — *Computer Science and Digital Studies*

SEPTEMBER 2021 - PRESENT

Flourishing in Computer Science with data structures, mathematics, programming, and algorithms classes.

Flourishing in Digital Studies with classes regarding video game design.

PERSONAL QUALITIES

- Passionate about utilizing code and game design to help others
- Invested in studying sleek and practical UI design
- Excellent problem-solving skills and critical thinking
- Eager to strive in a team environment
- Willing to learn new systems and programming languages

PROJECTS *(Present on Itch.io or Github links provided)*

Grass Generator — *JavaScript, CSS, HTML*

Developed a pixel art grass generator tool to streamline the creation of art for indie developers. Demonstrated expertise in designing algorithms to procedurally generate visually appealing pixel textures with custom user input for details such as color, shading, and patterns. The tool significantly reduces game art production time and integrates seamlessly into game development.

Koko's Kitchen — *Unity, C#*

Utilized Unity and C# to independently develop an action-adventure game, enhancing proficiency in object-oriented programming, game mechanics, and problem-solving. The GitHub repository link is provided on this page.

EXPERIENCE

Law School AI

February 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.

MASTERIES

- Frontend Development with HTML, CSS, Javascript
- Backend Development with Python, C#, C++
- Game Design Unity, Godot, and Unreal Engine
- Quality Assurance testing
- Designing stylish and functional UI

AWARDS

I was granted the Dean's List academic award at Rutgers Camden in:

- Fall 2021, Fall 2023 Fall 2024

- Spring 2022, Spring 2023, Spring 2024.

ITCH.IO

<https://dylbdevvin.itch.io/>

GITHUB

<https://github.com/DylBDevvin>

