DYLAN VALEV

UNITY DEVELOPER

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SOFTWARE

- UNITY
- SHADER GRAPH
- VFX GRAPH
- PLASTIC
- GITHUB
- MAYA
- REAPER
- PREMIERE

SKILLS

- TEST DRIVEN DEVELOPMENT
- ASYNCHRONOUS CODING
- OPTIMIZATION

EDUCATION

WORCESTER POLYTECHNIC INSTITUTE
2018 - 2021

- Bachelor of Arts in Interactive Media and Game Design
- Computer Science Minor

WORK EXPERIENCE:

PIGEON SIMULATOR

HakJak Studios
Unity Developer
January 2022 - December 2023

- Designed, implemented, and **optimized** ability system with fast swaps, stance changing, and **sandbox physics** gameplay
- Designed and implemented **reactive and emergent** elemental system
- Was primary implementer of UI and menus, collaborating directly with designers
- Worked with the art team to create visual effects using both **Shader & VFX Graph**
- Gave and received **code review** for every merge in our rigorous code quality processes
- Employed **test-driven development** to maintain robustness during high velocity

TRIALS OF MIDNIGHT

MassDiGi
Lead Programmer | Producer | Tech Artist
May-August 2021

- Scripted core gameplay loops of the Battle System, Entities, and Loot Phase deckbuilding
- Created backend using a **singleton design pattern** and **scriptable object workflow**
- Created shaders to expedite artist pipeline with **Shader Graph**
- Managed a team of 6 using **Miro** with an **Agile** workflow to ensure weekly sprint goals were met

SLIPTIME SLEUTH

Sunburst Studio
Designer | Programmer
August 2018 - June 2020

- Designed levels and their corresponding puzzles
- Lead others in system scripting, puzzle implementation, and debugging
- Managed design documentation of puzzle flow & asset lists
- Brought the game to several **playtesting** events for feedback and promotion for **rapid iteration**