

# Dylan Marley

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## PROFESSIONAL SUMMARY

Full stack and game developer with experience in React, Express, SQL, Unreal Engine, and C++. Skilled in building scalable systems, gameplay mechanics, REST APIs, and cloud-backed multiplayer services. Strong problem-solver with experience across multiple startups, delivering production-ready features in both web and game environments.

## EDUCATION

<b>Software Development Bootcamp</b> , Tech Educators Norwich	2025–2026
<b>BSc (Hons) Computer Games Technology (2:1)</b> , Manchester Metropolitan University	2020–2023
<b>A Levels</b> : Mathematics, Computer Science, Media Studies Scarborough Sixth Form College	2018–2020

## SKILLS

<b>Programming Languages</b>	JavaScript, TypeScript, C++, C#, Python, Lua
<b>Web Development</b>	React, Next.js, Express, REST APIs, HTML5, CSS3, TailwindCSS
<b>Back-End</b>	Node.js, MySQL, PostgreSQL, AmazonAWS, DynamoDB, Cognito
<b>Tools</b>	Visual Studio, VS Code, Rider, Git, GitHub, Jira, Perforce
<b>General</b>	Debugging, Version Control, Agile Development, PC Building
<b>Soft Skills</b>	Leadership, Teamwork, Communication, Adaptability

## EXPERIENCE

<b>Lead Developer</b> Lifelong Fund	Aug 2024 – Present <a href="#">Website</a>
<ul style="list-style-type: none"><li>Led development for an MMORPG and Looter Arena game, overseeing architecture and code quality.</li><li>Managed sprint planning, backlog refinement, and milestone delivery.</li><li>Mentored developers through code reviews, pair programming, and technical guidance.</li><li>Built inventory systems, enemy AI, and combat/ability mechanics using C++.</li></ul>	
<b>Game Developer</b> Concrete Realm	Aug 2024 – Present <a href="#">Steam Page</a>
<ul style="list-style-type: none"><li>Integrated Unreal Engine Mass framework for large-scale pedestrian and vehicle AI using C++.</li><li>Expanded and improved the existing quest framework using C++.</li><li>Implemented enemy chasing AI and behaviour systems.</li></ul>	
<b>Game Developer</b> Universi	Apr 2025 – Dec 2025 <a href="#">Steam Page</a>
<ul style="list-style-type: none"><li>Implemented accurate weapon ballistics using C++.</li><li>Built companion turret AI using C++.</li><li>Created fluid hoverboard movement systems using C++.</li></ul>	

## PROJECTS

## Forum App — Website — ReactJS / Express / SQL

[GitHub](#) — [Static Site](#) — [Server](#)

- Built a full-stack forum application using React, Express, and SQL.
- Implemented REST APIs, dynamic routing, category filtering, post deletion, and like functionality.
- Added user login system to associate posts and comments with specific accounts.
- Used SQL queries and polling with useEffect to keep content updated and responsive.

## Dedicated Servers — Game Prototype — AWS / C++ / JavaScript

[GitHub](#) — [Demo](#)

- Developed scalable multiplayer backend using AWS EC2 and Anywhere Fleets.
- Built supporting backend logic and automation scripts using JavaScript.
- Implemented Cognito authentication and DynamoDB for persistent player statistics.
- Focused on backend architecture, networking, and cloud deployment.

## The Dungeon — Game Prototype — Unreal Engine / C++

[GitHub](#) — [Demo](#)

- Developed a 4-player horror dungeon crawler.
- Implemented multiplayer systems, class mechanics, advanced AI, and light-based debuff systems.
- Built combat, networking, and AI behaviour using Unreal Engine's Gameplay Ability System.

## Blaster Game — Game Prototype — Unreal Engine / C++

[GitHub](#) — [Demo](#)

- Solo-developed third-person online multiplayer shooter.
- Implemented projectile and hitscan weapons, multiple game modes, and server-side rewind.
- Focused heavily on network programming, replication, and gameplay systems.

## OTHER EMPLOYMENT

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### Bartender / Waiter

2020 – Present

- Communicated effectively with diverse customers in fast-paced environments.
- Demonstrated independence and initiative in solving problems.
- Collaborated closely with colleagues, supporting team workflow and customer satisfaction.