

Dylan Marley

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[Portfolio](#)

[GitHub](#)

[LinkedIn](#)

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

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

SKILLS

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

EXPERIENCE

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

PROJECTS

Converso SaaS — Full-Stack Application — Next.js / TypeScript / Supabase / Clerk / Vapi

[Website](#) — [GitHub](#)

- Built a full-stack SaaS platform enabling users to create AI voice companions for personalised study support.
- Implemented authentication, subscription billing, and real-time data features using Clerk and Supabase.
- Developed tutor creation tools, bookmarking, session history, and advanced search for a smooth user experience.
- Designed a modern, responsive UI with TailwindCSS and shadcn/ui, with Sentry for monitoring and error tracking.

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.

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.

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

[GitHub](#) — [Demo](#)

- 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.