



Dylan Shorten

Game Programmer

Hi! I'm Dylan. I am an enthusiastic programmer with a primary focus on games. I have a keen interest in System Architecture and Tool Development, which is greatly expressed through my work. My game development experience has been explored through C++, Unity and C#, with GitFlow version control methodologies to back it all up.



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TECHNOLOGIES

C#

C++

Unity

OpenGL

SourceTree

SKILLS

Communication

System Architecture

Tool Development

Version Control

EDUCATION

ICT50120 Diploma of Information Technology

Academy of Interactive Entertainment

02/2019 - 12/2019

Sydney, NSW Australia

10702NAT Advanced Diploma of Professional Game Development

Academy of Interactive Entertainment

02/2020 - 12/2020

Sydney, NSW Australia

PROJECTS

Throw Thyself (07/2020 - 11/2020)

- Created Fluent Local Multitplayer System
- Added Complex + Dynamic UI
- Implemented Physics-Based Gameplay Functionality

Honour Among Thieves (07/2020 - 11/2020)

- Programmed Editor Tools
- Implemented Smooth Player Controllers

Marvelous Margo (06/2020 - 06/2020)

- Used Cross-Platform systems for PC and Android VR builds
- Implemented Dynamic Tweening Animations

Ultraball (09/2019 - 11/2019)

- Implemented Soft-Body Physics with NVIDIA Flex
- Created a Player Controller that works fluently with NVIDIA Flex