

# DYLAN SHORTEN

## GAME PROGRAMMER

## TECHNOLOGIES

Unity

C#

C++

SourceTree

OpenGL

## SKILLS

Maths

Communication

System Architecture

Physics

UI/UX

Tool Development

Version Control

## CONTACT

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## ABOUT ME

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.

## PROJECTS

### 2020 **THROW THYSELF** GAME PROGRAMMER

- Created fluent local multiplayer system.
- Added complex + dynamic UI.
- Implemented physics-based gameplay functionality.

### 2020 **HONOUR AMONG THIEVES** GAME PROGRAMMER

- Programmed editor tools for the developers.
- Created smooth player controller and interactables.

### 2020 **Marvelous Murgo** GAME PROGRAMMER

- Implemented cross-platform systems for PC and Android VR.
- Implemented dynamic tweening animations.

### 2019 **Ultraball** GAME PROGRAMMER

- Implemented soft-body physics with NVIDIA Flex.
- Created a player controller that works fluently with NVIDIA Flex.

## EDUCATION

### Academy of Interactive Entertainment

2020 - 2020 | Advanced Diploma of Professional Game Development

### Academy of Interactive Entertainment

2019 - 2019 | Diploma of Information Technology