DYLAN PATRASCU

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OBJECTIVE

Game Programmer with a strong foundation in **Unity, C#, Python, Java, and Git**. Experienced in building full-stack applications. Seeking opportunities to contribute technical expertise and problem-solving in game development.

EDUCATION

Bachelor of Science (Honours), University of Western Ontario   Sep. 2021 – Apr. 2025
Honours Specialization in **Computer Science**, Minor in **Game Development**
3.8 GPA – Dean's Honour List 2021–2025
Relevant Coursework: Game/Systems Programming & Design, Data Structures & Algorithms, Databases
Extra-Curricular Activities: Game Development Society, Fashion & Lifestyle Society

SKILLS

Core Languages	C#, Python, Java, JavaScript, SQL/PHP, C/C++, HTML/CSS, R, GDScript
Developer Tools	Unity, Git/GitHub, React, MongoDB, Jira, JSON, JUnit, Godot, Unreal Engine, Blender
Certifications	IBM Z Xplore (Concepts, Advanced), Certificate of Studies in French Immersion (FSL)
Languages	English, French, Romanian, Conversational Japanese

EXPERIENCE

Junior Programmer   Sep. 2025 – Dec. 2025
Threeclipse Games (Junior Program)   *Remote*

- Collaborating in a **10-week training program** to build a non-commercial game from concept to release, ending with publication on **Steam**.
- Collaborating 10+ hours per week with designers, artists, and testers under mentor guidance.

Tutor (Unity & Python)   Dec. 2024 – Apr. 2025
Self-Employed   *London, ON*

- Delivered lessons on **Unity fundamentals** (scene setup, scripting, inventory systems) and **Python programming** (data structures, OOP, recursion).
- Improved student project quality by **25%** (measured through assignment grading rubrics), by providing customized lessons on Unity fundamentals and Python programming.

Software Developer   May 2023 – Aug. 2023, May 2024 – Aug. 2024
Ministry of the Solicitor General   *Hamilton, ON*

- Reduced manual setup time by **30%** (measured through IT team onboarding metrics) by automating network drive mapping and metadata lookup with Python.
- Debugged legacy **VBScript** programs for **Windows 11** compatibility.
- Provided in-person and remote **Tier 1 support (L1)**.

PROJECTS

VR Marine Biology Capstone – Collaborated in a team of five to design an **educational VR simulation** for marine conservation. Built minigames, implemented accessibility features, and developed custom **ShaderGraph** effects.

Cannonball Run – Built a **procedurally generated racing rogue-like** in a team of four. Implemented adaptive difficulty scaling, randomized upgrade progression, and **AI-driven traffic**.

Spellbook – Solo-developed a 2D retro aesthetic **card game** where players battle NPCs with **custom AI**, collect cards, and build decks.