## Dylan Love

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### **Education:**

* BSc, **Computer Science for Games**, Brighton University (2021-2024)

### **Experience:**

* **Food Service Worker** - team leadership, training new staff, time management, accuracy with multi-tasking, *(September 2020 - Present)*

### **Skills:**

* Programming Languages: C# (3 years), C++ (1 year), Python (8 years).
* Development Tools: Unity, Unreal Engine 4, Visual Studios.
* Graphical Editors: Adobe Photoshop, Adobe Illustrator, AutoDesk Maya, Blender.

### **Projects:**

**Clicker Game** - A simplistic clicker game with a 1980 computer theme style.

* Created a way for players to download songs and use them within the game itself using Unity Networking.
* Simple animations using C# scripts such as: scan lines, screen transitions, etc.
* Upgrade systems with auto clickers and a leveling up system.

**Escape Room Game** - A top down, 2D, Escape room where the objective is to avoid enemies and escape a room by completing 5 minigames.

* Programmed all the movement, enemy detection, mini games and interactions in C#.
* 2D cartoon assets made with Adobe Photoshop.