## **Dylan Bello**

## **LinkedIn:** [**https://www.linkedin.com/in/dylan-bello-729bba232/**](https://www.linkedin.com/in/dylan-bello-729bba232/)

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**SUMMARY OF SKILLS AND QUALIFICATIONS**

**Operating Systems:** Windows • Linux

**Applications:** Microsoft Office • Microsoft Visual Studio • Microsoft Visual Studio Code • Microsoft SQL • Unreal Engine 5 • Unity • GitHub • Autodesk Maya • Krita • Adobe Creative Cloud

**Programming:** C++ • C# • JavaScript • Html • CSS • SQL

**Personal Skills:** Leadership • Critical Thinking• Creativity • Communication Skills • Emotional Intelligence • Analytical skills • Problem-Solving Skills • Teamwork

**Languages:**  English • French • Spanish

**EDUCATION**

**DEC in Computer Sciences technology – Video Game Programming** **2020- 2023 (Expected)**

* LaSalle College, Montreal, QC

**ACADEMIC PROJECTS**

**Solaris Assault/Unity Game 2023**

LaSalle College, Montreal, QC

* Developed a 2D Bullet Hell game inspired by titles like Nier Automata and Touhou**.**
* Collaborated with a team of 2 colleagues to create an engaging gameplay loop within the constraints of a semester timeline.
* Responsible for the Enemy Code, Enemy Spawn patterns, Level Design, Sound effects, Animations, and Player
* Employed C# for coding and scripting purposes, applying principles of Object-Oriented Programming.
* Demonstrated proficiency in GitHub repository handling.
* **Core Competencies:** Unity Engine, Object Oriented Programming, C#, Critical thinking, Planning Analysis, and Adaptability.

**Hohle/Unity Game 2022**

LaSalle College, Montreal, QC

* Single-handedly developed a 2D action roguelike game inspired by Vampire Survivor, showcasing independent problem-solving and learning skills.
* Leveraged C# for coding and scripting, employing advanced techniques such as object pooling and state machines to ensure efficient performance and maintainable codebase.
* **Core Competencies:** Unity Engine, Object Oriented Programming, C#, Learning Skills, Problem Assessment, and Adaptability.

**Unnamed Shooter Game/Unreal Engine 5 Game 2023-2023**

LaSalle College, Montreal, QC

* Spearheaded the development of a compelling 3D third-person shooter game inspired by titles like Gears of War.
* Solely managed the project, implementing AI components in enemy behavior and delivering a playable prototype within the semester's constraints.
* Integrated 3D animations and montages with game elements using state machines and computer logic.
* Utilized Unreal Engine 5's Blueprint for logic implementation, showcasing versatility in game development tools.
* **Core Competencies:** Unreal Engine 5, Sequential Structuring, Critical thinking, AI implementation, Animation Integration, and Problem-Solving Skills.

**WORK EXPERIENCE**

**Retail Sales Associate Feb 2022–Jan 2023**

FANABOX™, Montréal, Québec

* Learned about time management and planning working at the company’s online store platform.
* Worked in inventory and learned how to keep track of resources efficiently.
* Developed interpersonal communication skills and on-spot problem solving skills.

**Barista Feb 2023– Present**

Starbucks Scotiabank Cinema Montreal, Montréal, Québec

* Adapted to a fast-paced work environment without getting overwhelmed.
* Learned to communicate with a diverse team to assess strengths and weaknesses.
* Learned about understanding customers’ needs and how to handle them.

**INTERESTS**

**Experience Abroad** Have been to Colombia, Mexico, the Caribbean, the United States, and across Canada

**Video Games:** Enjoyer of action and competitive games such the Devil May Cry series, Counter Strike, Overwatch, League of Legends, the Dark Souls series, and many more.

**Sports:** PracticingSoccer, Basketball, and Brazilian Jiujitsu. Fan of motorsports and MMA.

**Passions:** I love reading and learning about new things. I also enjoy spending my time trying to become proficient in the things I find myself doing at the time, like doing drills or looking up techniques for the sports and games I play.