

1510 S Melrose Drive
Vista Ca, 92081
(760) - 925 - 1299
dillonj4682@gmail.com

Dillon Jones

SKILLS

- 4+ Years of experience in music composition and production.
- 2+ Years of programming experience in C based languages.
- 2+ Years of experience in game development using the Unity game engine.
- Experience in fast team-based environments in Hadron Collective, Studio Seikkailu.

WORK EXPERIENCE

Oggi's Brewhouse and Pizza, S Melrose Dr – *Pizza Chef*

March, 2021 – PRESENT

- Experience working in the food industry.
- Significant growth in communication and work ethic.

CURRICULAR EXPERIENCE

High Tech High North County, San Marcos CA – *Future Highschool Diploma*

August, 2019 – June, 2023

Currently studying computer science at HTHNC.

EXTRA-CURRICULAR EXPERIENCE

Studio Seikkailu, San Marcos CA – *Composer & Software Developer*

April, 2021 – PRESENT

- Experience working in software development environments.
- Developed gameplay and audio code with an in-house engine.
- Experience composing interactive, coherent soundtracks for video games.

FIRST Robotics Team 4419 – *Mechanical Engineer and Software Engineer*

Oct, 2019 – Present

- Developed code for drivetrain using ROBO-RIO and FIRST API.
- Engineered pneumatic and electrical systems for team 4419.
- Team placed in semi-finals for Del Mar Regionals.

AWARDS

- Excellence in Mathematics and Science - Bernardo Heights Middle School, CA - 2019
- 1st place winner in "Earth Day Art Contest" for city of Escondido, CA - 2015

PROJECTS

"Enviro" – *A HTHNC Project*

A video game based around maintaining a city, under the constraints of environmental damage.

<https://projesoftware.itch.io/enviro>

"Sector 0" – *A Unity Game*

A video game based around a wave system, where your goal is to survive waves of zombies, in strict time constraints.

<https://progradesoftware.itch.io/sector-0>

"Roddirroc" – *A Ludum-Dare 48 Project*

A video game that was created and developed in 2 days, for the "Ludum-Dare" Game Jam.

<https://progradesoftware.itch.io/rodirroc>