

Dillon Jones

Software Developer & Music Composer

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<https://quasariumgh.github.io/>

SUMMARY

He is an aspiring software developer and music composer who is eager to tackle the challenges that face him. His experience in previous video game studios gives him an advantage when it comes to understanding how to manage and maintain a project in a team environment.

EXPERIENCE

Oggi's Brewhouse And Pizza, S Melrose Dr — *Pizza Chef and Dishwasher*

March 8th, 2021 - PRESENT

Experience working in the food industry, growth in team work, communication, and work ethic.

Studio Seikkailu — *Music Composer & Software Developer*

April 16th, 2021 - PRESENT

Experience working in a software development environment. developed gameplay and audio code with an in-house engine.

Experience composing interactive, coherent soundtracks for video games.

EDUCATION

High Tech High North County, San Marcos Blvd —

HS Diploma

2019 - 2023

Currently studying computer science at High Tech High North County.

PROJECTS

“Enviro” — A HTHNC Project

A video game based around maintaining a city, under the

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.

AWARDS

Excellence in Mathematics and Science- Bernardo Heights Middle School, 2019

1st place winner in “Earth Day Art Contest” for the city of Escondido, 2015

LANGUAGES

Spoken: Swedish, Spanish, English.

Programming: C++, C, C#, HTML, Python, Java

constraints of environmental damage.

<https://projsoftware.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>

