

Dillon Guscott

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Skills:

Programming Languages: C# (3 years), Java (1.5 years), C++ (1 year), HTML (2 Years), CSS (2 years).

API: XNA 4, OpenGL 4, Construct 2

Development Tools: Microsoft Visual Studio 2010/2012, Eclipse 4.31, Unity 3D 4.x, Adobe Flash Professional CS6, Construct 2 R163, Adobe Photoshop CC and CS5, GIT, GitHub Client. Autodesk Maya 201x

Education:

Rochester Institute of Technology Rochester, NY

Bachelor of Science in Game Design and Development May 2016 (Expected)

Awards: Dean's List: Fall 2014-15, Spring 2013-14

Projects:

Soul Bound (Production Studio, Spring 2015)

Game Designer: My role included communicating with both artists and programmers to design and implement game's key features.

Animator: Responsible for animating and creating rigs for characters.

Level Design: Worked with the team's artists and programmers to design assets and plan the flow of each level.

Witch Tales (Undergraduate Seminar in Level Design, spring 2015, Made in Construct 2)

This project was used to help me develop and practice my skill in building a 2D Platformer level. The prototype was made in construct 2, where I made the game's mechanics as well as all art and animations.

The End Game (Global Game Jam, Spring 2015)

Character Design & Animation: My role on the project was to quickly make the models for the player character and the enemies. After which I created rigs and animated both.

Hamster House (Game Design and Development Fall 2014)

Character Design & Animation: Designed and created the player character as well as rig and animate all the possible animations which team felt they would encounter throughout the project.

Gameplay Programmer: My role in programming gameplay was to provide assistance to the main programmers as well as debug and fix any errors the team encountered on the project.

Experience:

RIT Interactive Games and Media (IGM) (Fall 2014 – Present)

I served as a Web Design and Development teaching assistant in the fall of 2014, where I helped the professor in tutoring and aiding students.

Currently I am a teaching assistant for IGM's 2D animation and Asset Production Course, in which I aid the professor in helping students better understand and become capable of creating art assets for games and media.

Activities:

RIT Imagine Cup/ Halloween Hackathon – Participant (2013, 2014).

Global Game Jam- Participant (2014, 2015).

RIT Kendo Club – Member (September 2012 - Present), Captain (June 2014-Present).

Multicultural Center for Academic Success - Member (September 2012 – Present)