Dylan W. Gartin

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Education

Graduate of Florida Polytechnic University in Computer Science Program
- 2018 – 2022
- Concertation in Game Design and Simulation with Animation and Art focus
- Graduated with honors – 3.86 GPA – Magna Cum Laude – Bachelors degree

Work Experiences

Florida Polytechnic University – VR Lab Development Internship
- 2021
- Collaborated with others to develop a virtual reality laboratory-style game. The application was designed to be used as a VR experience by students across the globe.

Guardian Angel Safety Alarm Alerting System– Application Development
- 2021 – 2022
- Managed and coded alongside the development team to build the prototype application that promoted the safety of children and the prevention of heat-stroke-related deaths that happen 50 times a year to them.
- Promoted teamwork between members to help produce the final product and presented it in front of hundreds of others a successful demonstration.

Projects

Game Expo – Dyno-myte - Rattlesnake and Tank
- Crafted, executed, and optimized the Unity Engine to develop two full games, one single player and the other one multiplayer.
- Conceptualized and designed Rattlesnake and Tank as a full solo operation, with intense coding development and debugging. Overall ranking 6th vs 25 other games.
- Collaborated with a small team for Dyno-myte, the first Florida Polytechnic developed MMO game, in which was lead animator and artist for the project. Ranking 4th.
- Studied for extensive use of all forms of digital development tools including Unity, Aseprite, GitHub, and Blender across three years.

Additional Projects

Sonic Reanimated –
- Developed the longest scene in the production 18 seconds worth of animation.

3D Animation–
- Organized various video-based operations. Including a minute long 3D animation based around Minecraft which oversaw and led development of as lead animator and story boarder.

Advertising –
- Spearheaded six different advertisement campaigns for various games and events by crafting the marketing materials and organization of events.

Pixel Art–
- Illustrated over two-hundred pixel-artworks with uses of various retro styles across 2 years

Programing-
- Programmed a multitude of various applications, Including 6 games, 3 webpages, and 3 applications.

Hand Art
- Hand crafted 3 years of experience with traditional hand-based art methods.

Sound Design
- Composed songs and sound effects for various projects.

Skills

- Unity with two years' worth of development
- Aseprite with over 560 hours of experience
- 2 years of C# development and 1 year of python development.
- Dozens of Leadership roles on various projects
- Additional: Java, GitHub, Web Design, Visual Effects, Adobe Premiere, Adobe Photoshop, Microsoft Office, HTML, Blender, Unity, Aseprite, Management, and Traditional Art Skills.

Links

- Itch.io – https://goopy-games.itch.io/
- GitHub – https://github.com/dgartin6374
- All Sites Links – https://the-kooky-goopy-groupie.tumblr.com/Links_to_Sites