Dylan W. Gartin

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Education

Graduate of Florida Polytechnic University in Computer Science
- 2018 – 2022
- Concertation in Game Design and Simulation.
- Graduated with honors – 3.86 GPA.

Work Experiences

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

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

Projects

Game Expo – Dyno-myte - Rattlesnake and Tank
- Crafted, executed, and optimized the Unity Engine to develop two full games, both single and multiplayer.
- Conceptualized and designed Rattlesnake and Tank as a full solo operation, with intense coding development and debugging over ranking 6th overall vs 25 other games.
- Collaborated with a small team for the Dyno-myte the first-ever Florida polytechnic developed MMO game, In which led animation for the project.
- Studied for Extensive use of all forms of development tools including Unity. Aseprite, GitHub, and Blender across two years.

Various Other 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.

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

Pixel Art–
- Illustrated over a hundred artworks with uses of pixel-based editors.

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

Hand Art
- Crafted 3 years of experience with traditional hand-based art

Sound Design
- Composed a couple of songs and dozens of sound effects.

Skills

- Unity with a year worth of development
- Aseprite with over 500 hours of experience
- Two years of C# development
- Dozens of Leadership roles on various projects
- Java, GitHub, Web Design, Visual Effects, Adobe Premiere, Adobe Photoshop, Microsoft Office, HTML, Blender, Unity, Aseprite, Management, Traditional Art Skills

Links

- Itch.io – https://goopy-games.itch.io/
- GitHub – https://github.com/dgartin6374
- YouTube – https://www.youtube.com/channel/UCzT0chVN9x4fo1ei7xw_HJg