

# Dylan J. Gould

[dylangood@gmail.com](mailto:dylangood@gmail.com)

## WORK HISTORY:

### **Skillz**

Contract Game Designer – 2016 to 2016

Skillz is a multiplayer platform for mobile games that mediates cash competitions in games of skill

- Projects: Number Drop, Doodle Jump, Diamond Strike, Solitaire.0, Question Cube, Mini Golf, and more
- Provided consulting services on how to adapt game mechanics to integrate the Skillz mobile platform
- Authored specs for 3 new games on the platform and substantially retuned the Skillz loyalty program
- Brainstormed gameplay features and wrote GDDs for skill-based tournaments and game modes
- Studied KPIs to learn what metrics drove games to success on Skillz, and offered analysis and opinions

### **Flatter Than Earth**

Game Designer / Producer – 2015 to 2016

- Project: Puppet Quest
- Designed 2 levels of a puzzle platformer in Unity, including concept, layout, and gray-box prototyping
- Spearheaded the gameplay design of the player character moveset and design of economic systems
- Conducted focus tests to drive design decisions on which mechanics were the best fit for the game

### **FunPlus**

Game Designer – 2014 to 2014

- Project: Happy Acres
- Designed, produced, and product managed the holiday quest system, using Google Sheets and Asana
- Optimized the localization process to provide translators with 100% more time to translate strings

### **Zynga**

Associate Game Designer – 2013 to 2014

- Project: FarmVille
- Won the Green Beret Award for streamlining and automating our quest design process
- Wrote quest dialogue, viral feeds, and art requests, all packed with puns and pop-culture references
- Analyzed player behavior data and made design recommendations to optimize feature performance
- Implemented 90 cadence features, exercising my skills in XML scripting, SVN, metrics, and tuning

Associate Game Designer – 2012 to 2013

- Project: CastleVille
- Designed 18 free-to-play features in 6 months, focusing on story-based quests and character voice
- Implemented complex in-game items by scripting state machines and loot tables in a proprietary tool
- Mentored new Designers joining the project to transfer ownership of the game to Studio I

Alpha Quality Assurance Lead – 2011 to 2012

- Project: FarmVille
- Led 21 releases over 6 months, managed JIRA bug database, upgraded and maintained test plans

Quality Assurance Tester (through Workforce Logic) – 2009 to 2011

### **Insomniac Games**

Dialogue and Localization Coordinator – 2007 to 2008

- Projects: Ratchet & Clank Future: Tools of Destruction, Quest for Booty, Resistance 2
- Managed localization packages of dialogue and text in Perforce, and copy edited scripts and game text

Quality Assurance Tester (through Wollborg/Michelson) – 2005 to 2007

- Projects: Ratchet: Deadlocked, Resistance: Fall of Man

## EDUCATION:

**University of Southern California** - B.A. Linguistics & B.Sc. Aerospace Engineering, August 2003