DYLAN PARKER

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PROGRAMMER/DEVELOPER

Programming powerhouse with experience developing code and concepts for games and other digital applications in VR, 3D, 2D, and 2.5D environments. Creative coder, worldbuilder, and storyteller building high-quality virtual experiences, including helping fellow developers produce elegant working code to form cohesive codebases. Adept at quickly integrating into existing teams and projects of any scale leveraging strong active listening skills. Core competencies include:

Game Design | Software Development | Player Mechanics | Level Design | Camera Scripting | Character Design

Burndown Charts | Virtual Reality (VR) | State/Use Case/Sequence Diagrams | Application Libraries

Code- & User-level Documentation/Schedules | Project Management | Process Improvement | Presentations

TECHNICAL SKILLS

* Programming: C#, Java, JavaScript, Choicescript
* Applications: Unity, Unreal Engine 4, Microsoft Visual Studio, Autodesk Maya
* Artistic Experience: 3D Modeling, Textures/Materials, Lighting, Terrain

EDUCATION

MIAMI UNIVERSITY – Oxford, OH

Bachelor of Science in Games & Simulation Computer Science (Cum Laude) 05/2023

*Dean’s List* | *Excellence in Games & Simulation Development Award* | *3.89 GPA*

RELEVANT EXPERIENCE

GIANTY Inc. – Remote (Vietnam)

Business and Game Design Partner 11/2023 – PRESENT

Contributed to the marketing, design, and expansion of 8+ international projects with partner companies.

* Worked with marketing and design teams to rebuild an internal game project from the ground up
* Attended GDC and organized a booth attracting hundreds of visitors
* Localized Japanese-to-English translations for 2 game series

Associated Project(s): Worked as a direct, notable contributor

UNANNOUNCED GAME PROJECT (11/2023 – PRESENT)

Rebuilt a previous company game project in the role of a senior game designer in collaboration with the marketing team, design team, and original developers..

* Rewrote the game story in its entirety while honoring the original material, expanding growth of characters and the cohesion of the main plot
* Wrote new Game Design and Narrative Design Documentation detailing gameplay, mechanics, story, game world, characters, and art inspiration
* Improved and expanded battle system and other core gameplay mechanics
* Workshopped development cycles and design models for the game’s potential as both buy-to-play or free-to-play

[Kanpani Girls](https://kanpani-girls.com/en/index.html) (01/2024 – PRESENT)

Worked as a localization assistant to improve general quality and context of the game’s beginning chapters in English.

* Utilized knowledge of the Japanese language and culture (with some assistance from machine translation) to provide more accurate translations in the context of the English language

[Ayakashi](https://mobigame.jp/ayakashi/kiwami/) (01/2024 – 02/2024)

Localized supplementary materials for an existing company IP and began discussions with outside companies in regards to a complete localization and publishing of the associated games.

* Corrected grammatical and formatting errors of a Japanese to English translated artbook

MIAMI UNIVERSITY – Oxford, OH

Game Programmer, Team Spooky Rebels (Academic) 01/2022 – 01/2023

Developed 3 games in Unity as programmer and scripter, identifying and concepting end-to-end projects on team of up to 9 members.

* Created by-hand cutscenes, designed levels, formed player mechanics, and scripted rounded/straight corridor cameras to enhance the user experience (UX).

Associated Project(s): Move through a full development cycle in pursuit of presentable vertical slice. All projects completed as exercises in development and team collaboration.

[Critter Caliber](https://thatgamedevdylan.mystrikingly.com/portfolio/items/critter-caliber-fall-2022) (08/2022 – 12/2022)

Created systems and mechanics for home area (buildings, build mode system) and contributed to design and execution of game flow from progression concepting, ensuring barebones demos were playable from start to finish.

* Developed hub zone and first level with access from top of map.

[Dicing Chef Buddy](https://thatgamedevdylan.mystrikingly.com/portfolio/items/dicing-chef-buddy-summer-2022) (07/2022 – 07/2022)

Conceptualized and coded project, developing basic mechanics and most of upgraded weaponry using Unity.

* Developed game in 48 hours for Game Maker's Toolkit 2022 "Roll the Dice" Game Jam.

[Dead-End Job](https://thatgamedevdylan.mystrikingly.com/portfolio/items/dead-end-job-spring-2022) (01/2022 – 05/2022)

Developed camera systems and tracks in 3D environment; integrated cutscenes, controller support, and control systems; and participated in design of minigames, world, and characters. Produced functional demo with hub area and minigame.

* Successfully implemented controller support despite late requirements from instructor, learning Unity’s input system and pooling developer knowledge to neatly repackage game for submission.

Project Manager & Programmer, The Ptolemarchs (Academic) 08/2021 – 12/2021

Served as head and developer for Java-based applications with simple databases, sorting, and filtering. Developed code and white box/black box/gray box tests. Produced state, use case, and sequence diagrams, as well as code-/user-level documentation and schedules.

* Engaged with clients and worked to achieve a faux client’s vision for project.
* Created burndown charts with 0.75 velocity result.

Associated Project: Processed a development cycle through the lens of agile methodology for creating an application with multiple concrete iterations and documentation.

[App Alexandria](https://github.com/Supuh/CSE201-App-Alexandria) (08/2021 – 12/2021)

Developed application library enabling users to search for and discuss their favorite apps, as well as find new ones.

RELEVANT ACADEMIC PROJECTS

[Bethink ~Illusions of Warmth~](https://drive.google.com/drive/folders/1E41TXBeRX4QXQQ8cmFCD0ndeOdC2Ve-h?usp=sharing) 02/2023 – 05/2023

As lead programmer, resolved system bugs in 2 weeks after joining team a month into development, introducing 2 new mechanics and developing engine-side code to allow team members to focus on other features.

[The Drop](https://thatgamedevdylan.mystrikingly.com/virtual-reality) 02/2023 – 03/2023

Led in-engine side of development as sole programmer for VR puzzle game using Unity. Resolved hardware issues and developed systems using VR-first methodology (3D canvas objects, item interactions, player guidance).

[AdVRenture](https://thatgamedevdylan.mystrikingly.com/virtual-reality) 03/2023 – 05/2023

Developed VR mechanics as lead programmer for VR reimagining of Atari classic, Adventure. Used Unity to create XR rig work, holster system for items, and navigation map.

[Red Flag Bearer](https://thatgamedevdylan.mystrikingly.com/portfolio/items/red-flag-bearer-fall-2022-present) 08/2022 – 12/2022

Built visual novel system from ground up in Unity as primary programmer, using formatted text files and creating demo for user interface (UI).

[Absent Bogatyr](https://thatgamedevdylan.mystrikingly.com/portfolio/items/absent-bogatyr-spring-2022) 04/2022 – 05/2022

Developed tabletop role-playing game (TTRPG) using Adobe Illustrator.

[In Hot Waters](https://thatgamedevdylan.mystrikingly.com/portfolio/items/in-hot-waters-project-drylands-fall-2021) 08/2021 – 12/2021

Built a fully realized setting with appropriate documentation. Created city-builder prototype using Unity, including controlling/grouping multiple AI characters, implementing resource collection, and creating structure-building mechanics.

[Faux GPS](https://github.com/Supuh/FauxGPSApplication) 10/2021 – 12/2021

Using the Dijkstra algorithm, developed a Java-based application for locating the shortest route between any two points accounting for time, distance, and delays.

ADDITIONAL EXPERIENCE

MIAMI UNIVERSITY – Oxford, OH

Student Assistant 10/2022 – 05/2023

Set up and broke down event spaces for some of the university’s largest buildings, ensuring clean areas of operation.

SCHOOLBELLES UNIFORMS – Taylor Mill, KY

Inventory Coordinator 06/2018 – 08/2019

Managed inventory, confirming front/back rooms of store were well stocked, accessible, and visually appealing to ensure smooth operations during busiest seasons.

PRESENTATION

QTCON – Oxford, OH 11/2022

Presented Red Flag Bearer, a team small demo project garnering 73 downloads/plays.