
Dylan Govic

10908 Corte Playa Mazatlan
San Diego, California, 92124
(858) 519 - 2382
dgovic1394@gmail.com

CAREER OBJECTIVE

UC San Diego graduate with a B.S. in Mathematics - Computer Science, passionate about all aspects of Video Game Development, with a specialization in Level Design.

SKILLS

- Programming.
 - Mathematics.
 - Game and Level Design.
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EXPERIENCE IN COMPUTER SCIENCE

- Created the website for the Premier Speedcubing League from scratch, designing all assets for the page and developing it with pure HTML/CSS/JS.
 - Advanced experience with the Java, C++, C, and C# programming languages
 - Advanced experience with Unity, Godot, Android Studio, JUnit, Espresso, GIT/GitHub, and Zenhub
 - Experienced in the Agile software process, Behavior-Driven Development, Unit testing, Object-Oriented Design, Continuous Integration, and Design Patterns.
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EXPERIENCE IN GAME DEVELOPMENT

- Created more than 10 different PC games on various engines.
 - Created a 3D First-Person Maze game using only OpenGL4 and C++, featuring custom lighting and shaders.
 - Game Designer for *Everybody Edits* from 2017-2020, an online multiplayer sandbox game that had over one million unique players over the course of its life. There, I designed new features for players, featured community-built worlds, helped create graphics, and did community management in the form of running official contests.
 - Vice President of the Video Game Development Club at UC San Diego, where I ran events and workshops to teach both programming and level design principles
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OTHER EXPERIENCE

- Junior Delegate for the World Cube Association.
- Representative for the Premier Speedcubing League.