
Dylan Govic

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ABOUT ME

UC San Diego graduate with a B.S. in Mathematics - Computer Science, passionate about all aspects of Video Game Development, specializing in Level Design. I excel at implementing creative solutions to all projects I work on.

CAREER OBJECTIVES

I'm seeking to apply my skills, experience, talent, passion, and interest in solving problems with programming, math, and functional, user-centric design. I can articulate customer or user objectives and then plan, execute, and refine solutions that surprise and delight the users.

SKILLS

- Programming - Applying Object-Oriented design principles and design patterns to write clean, modular, and maintainable code.
 - Mathematics - using my experience in Multivariable Calculus, Linear Algebra, and Group Theory to solve complex problems in programming projects.
 - Game and Level Design - creating games and challenges that emphasize creativity and elegance
 - Project Management - utilizing event planning experience to hit deadlines while maintaining attention to detail
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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.
 - 6 years of experience with the Java, C++, C, and C# programming languages
 - 4 years of 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 & COMMUNITY

- 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 handled 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
 - Organized and facilitated worldwide Premier Speedcubing League events, leading staff teams, collaborating with sponsors, and coordinating with broadcast production teams.
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OTHER EXPERIENCE

- Junior Delegate for the World Cube Association.
- Web Developer and Operations Lead for the Premier Speedcubing League.