

Dylan MacDonald

Vancouver, B.C. | (204) 298-7562 | dylmacd@shaw.ca | dmaccs.github.io

Education

University of British Columbia, Vancouver, B.C.

May 2024

Bachelor of Science in Computer Science – GPA: 80%

Relevant coursework – Data Structures, Algorithm Design & Analysis, ML, AI, Relational Databases

Work Experience

Freelance / Contract Work

Oct 2025 – Present

Software Engineer (Contract)

- Building gameplay systems in C++ for real-time simulation software using Unreal Engine
- Developed AI behavior systems including patrol routes and area defence
- Built inventory system and integrated it with UI assets
- Fixed bugs in movement controller and debugging UI tools

Offworld Defence Simulations, Vancouver, B.C.

May 2021 – June 2022

Junior Software Engineer

- Promoted from co-op to Junior Engineer after 8 months creating UE4 military defence simulations
- Built networked C++ systems that replicated game state in under 1ms, supporting 100+ simultaneous players with minimal bandwidth
- Converted Blueprint prototypes to networked C++ code, collaborating with UI team on integration
- Mentored a UI Blueprint developer in C++, helping them transition to a C++ developer role

Intel Corporation, Vancouver, B.C.

Sept 2020 – Apr 2021

Software Engineer Co-op Student

- Built C++ performance models for Optane SSD embedded CPUs that informed architecture decisions on size and power trade offs
- Automated benchmark workflows with Python and Bash scripts, cutting manual processing time by 80%
- Wrote C++ benchmarking tests to validate and improve simulation accuracy

Projects

Rock Paper Scissors Roguelike | github.com/dmaccs/RPS

- Developing a 2D RPS roguelike in Godot/C# with an artist and sound designer
- Using data-driven design with JSON for fast iteration and playtesting
- Implemented factories and interfaces to keep code organized and robust

Skills: C#, Godot, Git, JSON, Game Design, Design Patterns, System Architecture

Word Hunt Tile Game | github.com/dmaccs/WordHunt

- Created a 4x4 word-finding game with a clean UI in Godot/C#
- Implemented Trie data structure with DFS to efficiently find and validate all possible words

Skills: C#, Godot, UI, Algorithms, Data Structures

Skills

Languages: C++, C#, Python, SQL, Bash

Tools & Technologies: Git, Unreal Engine, Godot, Visual Studio, JetBrains

Other: Object-Oriented Programming, Agile Development, CI/CD, Multiplayer/Networking, Benchmarking