

Dylan Gobey



Game Programmer

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01 PROFILE

Passionate programmer than enjoys both making and playing games. Always interested in learning more and hearing about others ideas. Proud about learning and executing networking people together and making scripts as optimised as possible for smooth gameplay.

02 EMPLOYMENT HISTORY

11/2021 — Present

Online Assistant at Sainsbury's

Gloucester

Fully loaded vans within a given time slot in order for them to depart on time. Ensured that all customer orders are not damaged and in date along with ensuring that the number of substitutions are minimised to make the customer happy.

03 EDUCATION

Sep 2022 — Present

Gloucestershire College

Gloucester

BTEC Level 3 National Extended Diploma

Currently studying at Gloucestershire College in Games Development. Mainly focus on programming using languages such as C++ and C# along with learning other languages like HTML and Javascript. Mostly use the Unity game engine for my work but I also occasionally use Unreal Engine.

04 SKILLS

C# Programming



HTML/CSS



C++ Programming

