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Dylan De Los Santos

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Employment

Software Engineer **3BlackDot** **Winter 2016 - Current**

- Helped finalize the launch of the Steam game Dead Realm out of early access
- Refactored Dead Realm's UI system to use Unity's UGUI instead of legacy Daikon Forge
- Added character select system and achievement tracking to Dead Realm
- Prototyped 3rd person camera and player interaction sequences for proof of concept sandbox

Software Engineer, Intern **Warner Brothers Entertainment** **Summer 2015 - Fall 2015**

- Designed experience for virtual reality HMD's, including Oculus Rift and HTC Vive, using Unreal Engine 4.
- Also worked with the usage and setup of said HMD's for proper use in a testing environment.

Software Engineer **Vizilo** **Summer 2014 - Fall 2014**

- Helped the company create an innovative new tech demo in virtual reality.
- Used the Unity game engine's C# scripting environment to make a 3D virtual racquetball game
- Focused on gameplay using unity physics and ray casting to mimic racquetball set rules.

Technical Experience - online porfolio with pictures and descriptions can be found at www.dylanjay.me

Kinect 3D Modeler (2014):

- 3D Modeling Program to manipulate a mesh with your hands in 3D space using the Kinect.
- Developed the input system to accurately track gestures that correspond to actions within the modeler.

RayTracer (2015):

- Used RayTracing to identify object intersections to render in 3D space using C++ and OpenGL GLUT
- Raytracer depicted flat shading, phong shading, shadows, reflections, and anti-aliasing

Concurrent 3D Modeler (2015):

- 3D Modeler which synchronizes changes for a mobile modeling application to allow the client to collaborate with others and to track those changes which allows for version control.
- Worked with MySQL database and data transfer, using PHP, to share vertices among separate systems.

Virtual Pets (2015):

- Was a programmer on a website based off Neopets where half was a social media and an adventure RPG . While the other half was a web game to take pit your in game avatar against your friends.
- Implemented the pet arena game. 2D tile based one vs one shooter, using Javascript and Phaser.

Jam Cell (2016):

- Implemented a multi-room puzzle game in Unity using standard assets including teleportation, grappling, time slowing, and telekinetic game mechanics.

Additional Experience and Awards

- **First Prize, HackUCI** (2014). Won first prize at a hackathon, with the Kinect 3D Modeler, out of 50 teams.

Languages and Technologies

- **Proficient:** C#, Unity, C++, Bash, Linux, Visual Studio.
- **Learning**: Bash, Unreal Engine 4, Git.

Education

Riverside, California **University of California Riverside** **Fall 2012 - June 2016**

- B.S.E. in Computer Science, June 2016. GPA: 3.0