5453 Martingale Way
Fontana, CA 92336
dylanjay9@gmail.com
(909) 749 - 5794

www.dylanjay.me
www.linkedin.com/in/dylanjay
www.github.com/dylanjay

DYLAN DE LOS SANTOS

EMPLOYMENT

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

- Helped finalize the launch of the Steam game Dead Realm out of early access by debugging existing code
- Helped optimize ingame performance by refactoring UI system to Unity's UGUI instead of legacy Daikon Forge
- Added new features to Dead Realm such as a character select system and achievement tracking
- Designed camera system for third person prototype to avoid environment and potential collision
- Built multi-facet tower ability system for mobile tower defense game
- Made 3D Clash Royale-like mobile prototype with combat mechanics and alternating game modes

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**

- 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 LINKS AND DESCRIPTIONS CAN BE FOUND AT WWW.DYLANJAY.ME

There WIll Be Red (2018):
- 2D Darkness Puzzler, use your own dead body as a tool to get past hazards and get to the end door.
- Developed 2D movement controls, environmental hazards and interactibles, as well as dead body mechanics.

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):
- Developed Neopets style website where social media and gaming are combined.
- Implemented the pet arena game. 2D tile based one vs one shooter, using Javascript and Phaser.

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, Git, Linux, Visual Studio   **Learning**: Bash, C++.

EDUCATION

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

- B.S.E. in Computer Science, June 2016