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DYLAN DE LOS SANTOS

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EMPLOYMENT

Software Engineer	3BlackDot	Winter 2016 - Current
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- Helped finalize the launch of the Steam game Dead Realm out of early access by debugging existing code
- Helped optimize Dead Realm's in game performance by refactoring the UI system to use Unity's UGUI instead of legacy Daikon Forge
- Added new features to Dead Realm such as a character select system and achievement tracking
- Built multi-facet tower ability system for mobile tower defense game

Software Engineer, Intern	Warner Brothers Entertainment	Summer 2015 - Fall 2015
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- 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
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- 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++, Linux, Visual Studio.
- **Learning:** Bash, Git.

EDUCATION

Riverside, California	University of California Riverside	Fall 2012 - June 2016
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- B.S.E. in Computer Science, June 2016. GPA: 3.0