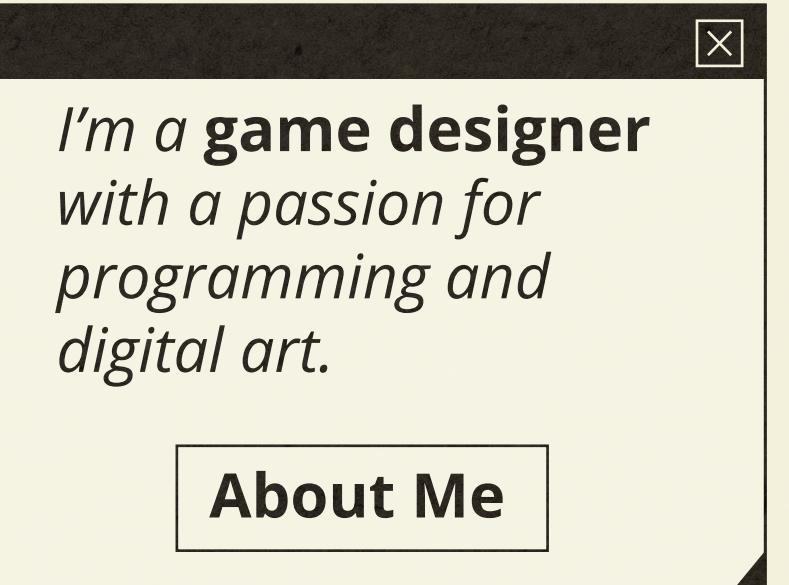
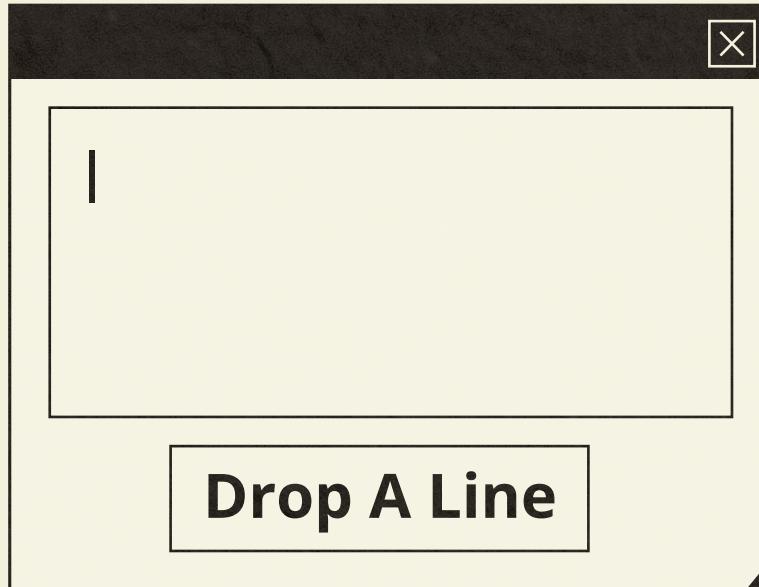




Dylan Faust



About Me

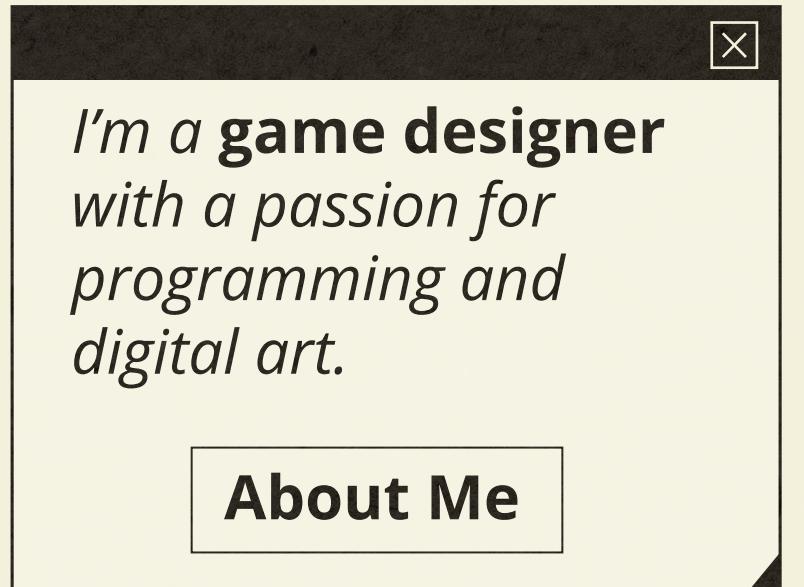
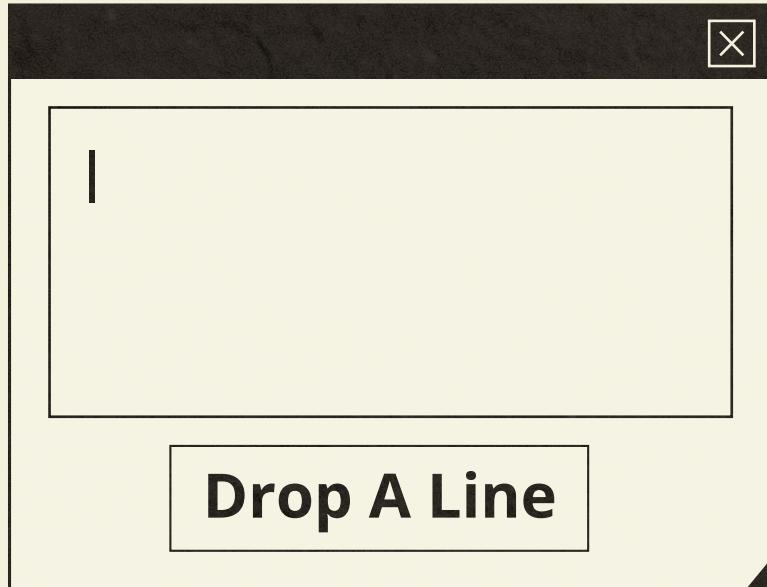
Portfolio

Resume





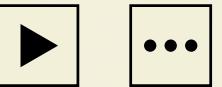
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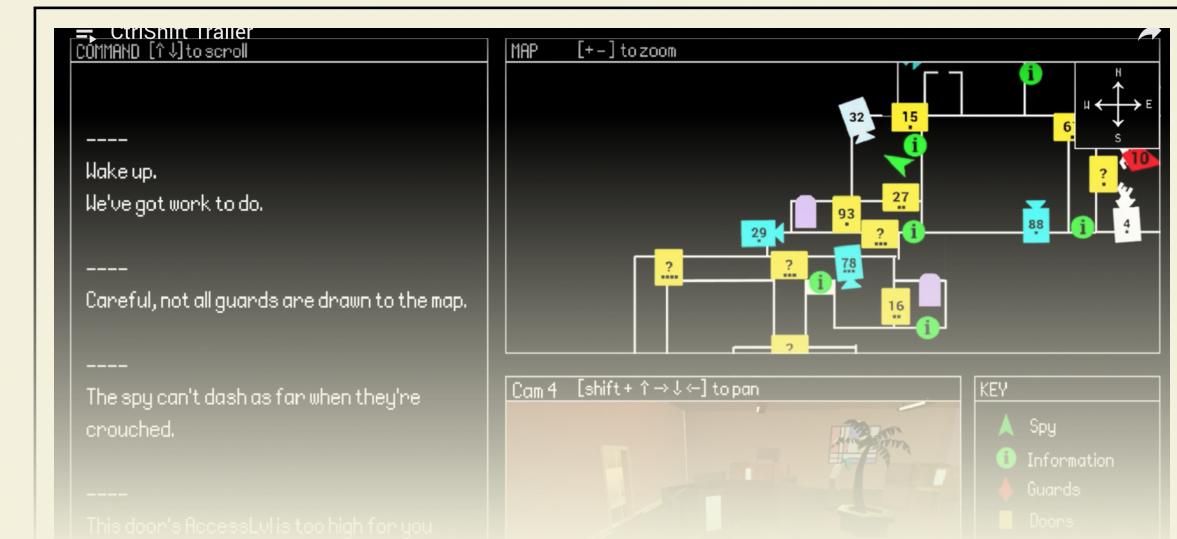




The Last of Us Part 2 | Role: UI Scripter

Responsibilities:

- C++ Programming / scripting with in-house language
- Building UI using in-house tools
- Key-frame animated majority of the UI
- Photoshop / Illustrator scripting
- Tool improvements



CtrlShift | Roles: Programmer (Gameplay / UI), Game Designer

Responsibilities:

- C++ Programming / blueprint scripting
- Building UI using in-house tools
- Key-frame animated majority of the UI
- Photoshop / Illustrator scripting



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Portfolio

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