

Dylan Stilwell

Austin, Texas, United States

// Game Systems Designer
// dylanstil.0@gmail.com
// (512)-589-9220
// 1421 Larkwood Dr (78723)
// <https://thedylanstilwell.com>

Recently graduated junior game systems designer who's proficient at multiple scripting languages, and highly committed to producing innovative and enjoyable experiences;

Education

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{  
    Austin Community College = Associates in Applied Science of Game Design specialization;  
    January 2018 - August 2020  
    Created and led the official Game Development Club at ACC;  
}
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Professional Experience

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{  
    public company Activision Blizzard = Through Volt, I'm currently a Quality Assurance Game Tester on the Activision side;  
    July 2021 - Current  
    Call of Duty Vanguard  
  
    • Investigated, entered, and regressed bugs for multiplayer and single-player content, User Interface, and progression systems.  
    • Used Jira and Excel Databases for tracking, and reporting;  
    • Performed build verification testing;  
    • Provided useful and timely feedback to developers to improve game design quality;  
    • Remained efficient and effective through high crunch period;  
    • Proficient at submitting reports;  
    • Used free form testing to prioritize all aspects of the game's qualitative state;  
}
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Project Experience

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{  
  
    public game Cosmic Bartender = A game development project I worked on as a Systems Designer/Programmer in the Unity3D Engine;  
    January 2020 - August 2020  
  
    • Collaborated with a team to deliver a game with multiple levels of complexity aimed at a wide audience;  
    • Devised many scripts that were straightforward and used to create interactive levels and enjoyable gaming experiences. For example, interactive player mechanics (with modularity);  
    • Assisted with creating a useful and simple tutorial with gameplay experience in mind;  
    • Applied problem-solving to add flexibility to formerly hard-coded AI giving designers more tools;  
    • In collaboration with another designer, programmed the user interface of the game using the Unity3D Engine to be more aligned with the intended user accessibility;  
  
    public game Hull Breach = A game jam project I worked in a 72-hour time frame on as the Systems Designer/Programmer;  
    June 2020 - June 2020  
  
    • Designed and developed a flexible powerup item that used modularity to allow different uses in gameplay;  
    • Created a modular weapon system that allowed for different types of weapons, making game programming more efficient and consistent;  
    • Developed a core functionality enhancing gameplay and level design with enemies, player controller, and game-specific world mechanics involving an enemy spawning algorithm;  
    • Kept a functional build quarantine from an unstable version of the game through recent systems implementation;  
  
    public game The Fall = A game jam project I worked in a time frame of 48 hours on as the Systems Designer/Programmer;  
    January 2020 - February 2020  
  
    • In a tight timeframe, with a new team, designed and built a game; practicing efficient design and clear communication;  
    • Created systems that went towards an entertaining short experience through the interaction of such systems;  
  
    public project Level Design Project = A project involving multiple set steps to enhance Level Design skills;  
    October 2019 - December 2019  
  
    • Created a paper prototype (via paper map) in the design stages of the level to ensure an enjoyable and balanced level;  
    • Used Unity's ProBuilder tools to block out and guarantee that the level felt immersive;  
    • Implemented feedback from players to make the level more fun and moving towards the intended proper design;  
    • Utilized systems provided to the fullest extent to make a successful interactive experience;  
}
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Skills

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    CODING = C#, C++, LUA, Python (Programming Language);  
    SOFTWARE = Unity, GitHub, Photoshop, Mantis, Jira, 3DsMax, Microsoft Word, Microsoft Powerpoint, Microsoft Excel;  
    DESIGN = Systems Design, Technical Design, Level Design, User Interface Design, User Experience Design, Quality Assurance;  
    PRACTICAL = Creative problem-solving, detail-orientated, communication skills, game development;  
}
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Interests & Hobbies

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{  
    Programming, creating games, participating in game jams, a card gamer as well as a gamer who plays several genres (RPG, Sandbox, Survival, horror, RTS, FPS, Racing, Platforming, etc...)  
}
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