DILLON LANE

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System | Gameplay | Mechanics Designer

Resourceful bachelor's student experienced in small team collaboration and agile development, seeking a position amongst fellow game enthusiasts. Willing and excited to learn new technologies and techniques to further game development knowledge and provide assistance to the team as a gameplay or system designer.

EDUCATION:

Marist College, Poughkeepsie, NY
Bachelor of Science Degree (May 2021)
Major: Games and Emerging Media
Concentration: Design, Writing, and Culture
Minors: Interactive Media, Computer Science

COMPUTER SKILLS:

Unity, UE4, C#, Github, Slack, Avid Pro Tools, Autodesk Maya,
Adobe Photoshop, Adobe Illustrator, Twine, Javascript, and HTML.

EXPERIENCE:

Student Worker, Digital Education Department (August 2019- May 2021)
- Assisted in successfully transitioning college courses to an all-online format in response to the Covid-19 Pandemic
- Implemented an AR camera into a Unity application designed in collaboration with the Marist Archives
- QA-Tested and reported several app-breaking bugs within the AR application, working with developers to upgrade existing features and improve app usability and interface

Survey Interviewer, Marist Institute of Public Opinion (September 2017 - May 2019)
- Worked in tandem with other interviewers to reach nightly quotas
- Interviewed and recorded responses from a bevy of volunteers in an organized, easily readable format

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GAME PROJECTS:

Queen's Cup - (April 2021) *Software: Unity, Github*
- Developed gameplay rules and challenges alongside other designers
- Playtested and reported several issues for the Android version of the game

Fantastic Rolling Sphere - (September - November 2020) *Software: Unity*
- Implemented Enemy AI, a Goal System, and a persistent death and points tracker
- Utilized several Unity packages such as TextMeshPro, Cinemachine, Polybrush, and Visual Effect Graphs

Prohibition Pounders - (August - December 2020) *Software: Unity, Github*
- Designed and implemented several beat maps for the game
- Researched and implemented sound effects and music for the game
- Playtested and improved beat mapping based on player feedback and internal testing