

Dylan McDonald

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Technical Skills

Languages: C#, C/C++, Java, PHP, HTML, Python.

Software Experience: Unity, Unreal Engine 4, Source Tree (Git), Visual Studio Community 2017, Photoshop 2019, Maya 2019, Blender 2.8+.

Gameplay Programming: 3D and 2D Player control in C++, C#, and Java. Enemy ai, inventory system, game manager (singleton), and collision detection in C#. Intermediate knowledge of OOP concepts.

UI Programming: Main menu system, pause menu system, and level/scene transitions in C# and blueprint.

Asset Creation: Created player and other interactable 3D models that I then rigged and animated in Maya. 2D art assets such as character sprites and UI elements created using Photoshop.

Previous Game Projects

Balloons Attack!! (PC, WebGL) 2020

Roles: Programmer and Digital Artist

Languages: C#

Misc: 2.5D auto side-scrolling action game where you pop evil balloons to protect bubble people. The game was completed in one month; I did all of the art and programming. Was heavily inspired by the 2-button itch.io game jam. The background music was the only art element that was outsourced.

Tree Hugging Simulator (PC, Steam VR) 2019

Roles: Programmer and Digital Artist

Languages: C#

Misc: VR game which tasks the player to save a virtual world, one tree hug at a time. The player has two different hug types and must also be careful of trees that don't consent to being hugged. This game is going to be shown in the digital art student's exhibition this upcoming March. Created a thorough game design document before getting started.

Work Experience

Full Stack Web Developer Intern 2019, *Bowling Green State University*

Roles: Converted data from the largest digital art archive in the world to .csv and .json format using PHP. Created multiple tables to visualize large amounts of data using HTML. Worked remotely and accomplished tasks in a team of other developers. Researched new ways to display web content.

Education and Misc. on Page 2.

Dylan McDonald

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Education

Bowling Green State University, Graduated in Dec. 2019

Bachelors of Fine Art specializing in Digital Art, Minor in Computer Science | 4.0 gpa

Computer Art Club - Fundraising co-committee leader, Video Game Society - Frequent member

Miscellaneous

Favorite Games: Super Smash Brothers Melee :) :), Fallout 3, Dead Rising, Halo 3, TLoZ: The Wind Waker, League of Legends, Saints Row: The Third, Sly Cooper and the Thievius Raccoonus, Animal Crossing: New Leaf.

Other: Competitive Super Smash Brothers Melee player.