

Dylan Anderson - Game Designer

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Professional Experience

Gameplay Designer

Unannounced Solarpunk Action Adventure, Ironroot Games, Oct 2025 - July 2026

- Collaborated with leadership to develop and align on the project's creative vision.
- Utilized the Unreal Engine Gameplay Ability System to build player and enemy abilities.
- Worked with animation, art, vfx, audio, and engineering to build core systems and mechanics.
- Implemented animation montages and notify data for player and enemy behaviors.

Combat Designer

Unannounced AAA MMO, Zenimax Online, Jan 2024 - Oct 2025

- Designed and iterated on foundational combat systems, including player weapons and abilities.
- Created and maintained design documentation to support understanding of combat systems.
- Drove cross-disciplinary collaboration by acting as a bridge between engineers, art, and design.
- Explored and proposed improvements to proprietary tools and workflows to streamline iteration during pre-production and facilitate live-service scalability.
- Implemented and tuned combat gameplay features using proprietary tools.

Systems Designer

SurviveVille, Winged Remnant, May 2023 - Jan 2024

- Developed and iterated on key gameplay features, ensuring alignment with the creative vision.
- Drafted design documents to inform and assist implementation.
- Collaboratively established design pillars, gameplay loop, and difficulty progression.
- Designed and implemented the player package, combat behaviors, level layouts, and NPCs.

Gameplay Designer

[Bifrost: Through the Realms](#), Valkyrie27, Aug 2022 - May 2023

- Established core project pillars for a Norse-themed FPS speedrunning game.
- Designed and implemented four distinct abilities and two levels.
- Maintained regular game balance for levels and abilities by leveraging player feedback.
- Managed several cross-disciplinary strike teams to deliver on various gameplay features.

Software & Skills

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| - Unreal Engine 5 | - Visual Scripting | - Level Design |
| - Atlassian Suite | - 3Cs | - Design Documents |
| - Adobe Suite | - Combat Design | - Data Management |
| - Microsoft Office | - Progression Design | - Rapid Prototyping |
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Education

Bachelor of Science in Games

University of Utah, 2019-2023