



Dylan Anderson

Game Designer

Contact

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Software

- Adobe Suite
- Unreal Engine
- Unity
- Godot
- Perforce
- GitHub
- Trello
- HacknPlan
- ClickUp
- Miro
- Notion
- Microsoft Office

Coding Experience

- Visual Scripting
- Python
- Java

Education

Bachelor of Science in Games

University of Utah

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Entertainment Arts &
Engineering

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Crimson Gaming Board Officer

Core Skills

- Design Documentation
- Efficiency
- Holistic Game Design
- Team Player
- Cross-Discipline Communication
- Organization
- Problem Solving
- Self Motivated

Projects

May 2023-Present

SurviveVille | Winged Remnant | Unity/Godot | Team of 15

Systems Designer

- Drafted team-facing design documents to inform and assist implementation.
- Collaboratively established design pillars, core gameplay loop, difficulty progression, and art style.
- Designed and pitched initial systems including Combat, Seasons/Time Progression, Split Inventories, Daytime Activities, NPCs, and an Economy.
- Performed a comprehensive MDA analysis of initial development plans.

Aug 2022-May 2023 | [Now On Steam!](#)

Bifrost | Valkyrie27 | Unreal Engine 5 | Team of 30

Gameplay Designer

- Designed and assisted with the complete implementation of 4 distinct abilities and 2 levels with specific attention to second-to-second gameplay.
- Maintained regular game balance for levels and abilities.
- Coordinated and communicated with several cross-disciplinary strike teams by distilling design intentions into digestible and actionable tasks.
- Prepared and hosted bi-weekly playtests and conducted user research analysis to inform design decisions.

Additional Experience

Aug 2021-May 2023

University of Utah Housing

Resident Advisor

- Supervised and provided support for 400 student residents via mediation, on-call emergency response, policy and maintenance documentation, and more.
- Communicated and collaborated with a team of 11 other student leaders.
- Promoted and organized regular on-campus social events.
- Awarded *Lassonde Studios Resident Advisor of the Year* two years in a row.