Dylan Anderson

Contact

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Software

- Adobe Suite
- Unreal Engine
- Unity
- Godot
- Perforce
- GitHub
- Confluence
- Jira
- Miro
- Notion
- Microsoft Office

Coding Experience

- Visual Scripting
- Python
- Java

Education

Bachelor of Science of Games

University of Utah
-
Entertainment Arts & Engineering
-
Crimson Gaming Board Officer

Experience

Jan 2024-Present
Unannounced AAA Project | Zenimax Online Studios
Associate Combat Designer

- Designed and iterated on foundational combat systems such as player health and abilities.
- Created and maintained detailed design documentation to support team-wide understanding of core combat systems.
- Explored and proposed improvements to proprietary tools and workflows to streamline iteration during pre-production and into the future.
- Implemented and tuned combat gameplay features using internal tools, with a focus on fun and readability.
- Collaborated with cross-disciplinary teams on sprint deliverables.

May 2023-Jan 2024
SurviveVille | Winged Remnant
Systems Designer

- Drafted team-facing design documents to inform and assist implementation.
- Collaboratively established design pillars, gameplay loop, difficulty progression, and art style.
- Designed and implemented the player package, basic combat loop, and NPCs.

Aug 2022-May 2023 | On Steam!
Bifrost | Valkyrie27
Gameplay Designer

- Designed and assisted with the complete implementation of 4 distinct abilities and 2 levels, with specific attention to moment-to-moment 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.

Core Skills

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