

# Dillon Lynch

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## Tools

- Unreal Engine
- Unity Engine
- Visual Studios
- C
- C#
- Java
- Unreal Blueprints
- Microsoft Office
- Hack N' Plan
- Adobe Creative Cloud

## Skills

- System Design
- Ui Design
- Content Design
- Object Oriented Programming
- Menu Programming
- Physics Programming
- Ui Programming
- Photo Editing
- Illustration
- Documentation Development

## Project History

### ***Final Contingency – Producer/Programmer (2017)***

- Leader responsible for meeting production milestones
- Schedule creation and task allocation in Hack N' Plan
- Programmed weapon and targeting system, player gravity, camera, enemy AI and spawning

### ***Dying Breath – Producer/Designer/Programmer (2017)***

- Leader responsible for meeting production milestones
- Schedule creation and task allocation in Hack N' Plan as well as Excel
- Designed game concept, altered state mechanics, UI, particle system, and multiple dialogue paths
- Programmed notebook menu, clue detection, loading screen, camera, and player movement

### ***Locus Flux – Creative Director/Designer (2018)***

- Leader responsible for meeting the creative vision for the game
- Designed player mechanics, player movement, enemy mechanics, powerups and environments

## Work Experience

### **E2i Creative Studios: Team Lead/Designer/Programmer (January 2018 – April 2018)**

- Leader responsible for meeting production milestones and the creative vision of projects
- Design simulations to help ease symptoms of those with PTSD and aphasia
- Design and program hub world conveyance mechanics.
- Design and program companion AI for aphasia simulation

## Education

University of Central Florida, Orlando, FL 2018 – Digital Media: Game Design, Bachelor of Arts