

DYLAN SHORTEN

PROGRAMMER

CONTACT

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TECHNOLOGIES

Unity

C#

C++

SourceTree

OpenGL

SKILLS

Maths

Communication

System Architecture

Physics

UI/UX

Tool Development

Version Control

ABOUT ME

Hi! I'm Dylan. I am an enthusiastic programmer with a primary focus on games.

I have a keen interest in System Architecture and Tool Development, which is greatly expressed through my work.

My game development experience has been explored through C++, Unity and C#, with GitFlow version control methodologies to back it all up.

PROJECTS

THROW THYSELF 2020
GAME PROGRAMMER

- Created fluent local multiplayer system.
- Added complex + dynamic UI.
- Implemented physics-based gameplay functionality.

HONOUR AMONG THIEVES 2020
GAME PROGRAMMER

- Programmed editor tools for the developers.
- Created smooth player controller and interactables.

MARVELOUS MURGO 2020
GAME PROGRAMMER

- Implemented cross-platform systems for PC and Android VR.
- Implemented dynamic tweening animations.

ULTRABALL 2019
GAME PROGRAMMER

- Implemented soft-body physics with NVIDIA Flex.
- Created a player controller that works fluently with NVIDIA Flex.

EDUCATION

Academy of Interactive Entertainment

2020 - 2020 | Advanced Diploma of Professional Game Development

- **Major Production** - Created Throw Thyself and Honour Among Thieves.
- **Physics For Games** - Developed complex 2D physics engine.
- **Computer Graphics** - Made custom graphics engine with OpenGL.
- **Complex Game Systems** - Created Inventory System for Unity.
- **Virtual + Extended Realities** - Developed Marvelous Murgo project.

Academy of Interactive Entertainment

2019 - 2019 | Diploma of Information Technology

- **C#** - Developed a particle system editor with JSON saving/loading.
- **C++** - Used C++ to create most other projects.
- **Code Design** - Produced a Simon clone with dynamic button count.
- **Major Production** - Created my major project Ultraball.
- **Maths for Games** - Created a custom mathematics library.
- **Artificial Intelligence** - Developed an AI using a behaviour tree.
- **Cross Platform Development** - Created Duck Hunt clone in Oculus.