

Dylan Jones

Game designer specializing in mechanics, systems and spaces, committed to creating distinct experiences.

WHY?

- Genuine dedication to the discipline of game design
- Confident in leading teams as well as collaborating
- Robust knowledge in many aspects of development

EXPERIENCE

Lead Designer, Bane Games, 'TBA' multi-platform
Crafted mechanics & levels with industry veterans. 2013.

Founder, Big Boom Games, launched 'RGB'
Created the indie hit, working with AAA talent. 2012.

Teacher, Myers Learning
Facilitated youth game creation programs in 'Scratch'. 2012.

Intern, Paper Clip Entertainment, 'Vanished' FPS
Joined the team with modelling, texturing, levels, UI. 2011.

Speaker, TEDxDU Salon
Presented 'Future of Games' & helped form later events. 2010.

Team Leader, Motion Capture & Augmented Reality
Granted first use of facilities, highlighted at TEDxDU. 2010.

Intern, Hart Howerton, Architectural Firm
Improved reference database at the Bay Area offices. 2010.

Intern, Virtual Space Entertainment, 'Blue Mars' MMO
Rose to level item placement in the Crysis 2 engine, UI. 2009.

EDUCATION & SKILLS

University of Denver, Double Major & Minor, 2013.
BA in Digital Media, BA in Interactivity, Minor in Marketing.
Cherrington Scholar to Queensland University of Technology.

Software:
Unity, Maya, Office, scripting, version control & many others.
Also, PS, AE, AI, DM, FW, ID, FL, confident learning more.

CONTACT – REFERENCES READILY AVAILABLE

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