

DYLAN GRANADO

GAME DEVELOPER

CONTACT

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SKILLS

GAME ENGINES

- Unity, Godot, Unreal Engine

PROGRAMMING LANGUAGES

- C#, C++, Python, GDScript

GAME DEVELOPMENT

- Gameplay Programming, AI
Systems, Level Design, UI/UX
for Games

TOOLS & PRACTICES

- Git/Github, Procedural
Generation, Debugging & QA
Testing

LINKS

Itch.io

<https://dylbdevvin.itch.io/>

Github

<https://github.com/DylBDevvin>

Portfolio

[https://dylbdevvin.github.io/
/DylBDevvinPortfolio/](https://dylbdevvin.github.io/DylBDevvinPortfolio/)

ABOUT ME

I've loved video games my whole life, and developing them has always been my dream. That passion led me to build independent projects like Koko's Kitchen in Unity and C#, where I learned firsthand about optimization, level design, and project planning. For my capstone at Rutgers-Camden, I created a game that earned the Kriste Lindenmeyer Outstanding Digital Studies Research Award. Whether working solo or on a team, I've developed games, built tools for game developers, and continually strive to create meaningful, polished experiences.

WORK EXPERIENCE

Law School AI JANUARY 2024 - JUNE 2024
Game Developer Internship

- Collaborated cross-functionally to develop clean, accessible user interfaces with modern UI/UX practices in Unity using C#. Led gamification efforts by transforming legal study material into an interactive quiz experience. Integrated ChatGPT APIs via .NET to create dynamic, intelligent features that enhanced user engagement and interactivity.

EDUCATION

Bachelor of Arts: Computer Science 2021-2025
Rutgers University - Camden

Bachelor of Arts: Digital Studies 2023-2025
Rutgers University - Camden

GPA: 3.7 / 4.0, Cum Laude
Dean's List - 5 Semesters

PROJECTS *(More in portfolio)*

Pixel Art Grass Generator *(HTML, CSS, JavaScript)*

Developed a procedural pixel art grass generator to streamline asset creation for indie game developers. Designed customizable options for color, pattern, and density, eliminating the need to hand-draw repetitive assets. Praised by fellow developers for improving workflow and saving design time.

Koko's Kitchen *(Unity, C# - Solo Project)*

Designed and developed a complete 2D game independently. Focused on gameplay feel, optimization, and intuitive level design. Gained experience in all stages of development, from prototyping to polish.

Really Frickin' Hard RPG *(Unity, C# - Solo Project)*

Developed a solo RPG project where I created all animations, art assets, and UI, gaining valuable experience in time management, balancing, and cohesive game design. This project earned the Kriste Lindenmeyer Outstanding Digital Studies Research Award for creativity and impact.