Dylan Meville

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Canada

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Skills	• Mastery of C# and ActionScript 3
	• Experience with C++, Java, PHP, HTML, CSS, Javascript and Lua
	• Game Development using Adobe Flash and Unity3D
	• 3D Modelling and Animation experience using Maya and Zbrush
	• Experience creating Shaders for use in Unity3D
	• Graphic Design and Illustration in Adobe Photoshop
	• Vector Graphics and Animation in Adobe Flash
	• Strong work ethic and ability to learn quickly

Experience

Game Developer – *Freelance / Contract* – (Jan. 2014 – Present)

Working on a wide array of Unity3d and Flash projects I was responsible for many different tasks including: Creating and implementing 2D and 3D art assets and VFX, Creating C# plugins and scripts, tools for procedural mesh generation, shader programming and gameplay programming.

Game Developer – *Self Employed* – (Jan. 2011 – Present)

I created web and mobile games using C# and ActionScript 3. I was responsible for every aspect of the games excluding audio. This included game mechanics, level design, graphics, animation, gameplay and engine programming. I programmed tools including an entity-component game engine, dynamic audio systems, 2D rendering and animation systems, and level editors.

Freelance Game Developer – *Symphony of Specters* – (Oct. 2010 – Jan. 2011)

I created 2D level backgrounds using Adobe Flash from description and implemented dynamic effects.

Flash Developer – *Vaiz Enterprises* – (Mar. 2010 – Sept. 2010)

I was responsible for creating all Flash content for clients websites, including navigation menus and dynamic image slideshows.

Education

• BiteyCastle Academy. 2D Effects Animation (2012 – 2014)
• University of Saskatchewan. Computer Science (2010 – 2011)
• High School. High Honour Roll (2006 – 2010)

Awards

• Grade 12 Academic Proficiency Award
• Grade 12 Computer Science Award
• Grade 11 & 12 Animation Award
• Grade 11 & 12 Graphic Arts Award
• Skills Canada Competition:
  ◦ 2008, 2009, 2010 2D Animation Provincial gold medalist
  ◦ 2008 2D Animation National silver medalist

References   Zach Striefel – Symphony of Specters
Assistant Manager / Lead Sound Designer
info@zachstriefel.com

Jay Salikin – Saskatoon Public Schools
Technology Coordinator
jay@salikin.ca

Adam Phillips – Brackenwood Entertainment
Trainer / Mentor at Bitey.com Effects Academy
mystifum@gmail.com