

DYLAN HART

BAFTA Nominated YGD, Game Design and Development Graduate

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PERSONAL PROFILE

I have a strong passion for games and game design. In 2020 I was a finalist in BAFTA Young Game Designer of the Year. I really enjoy developing concepts and exploring innovative ideas for games as well as analysing current games for what makes them engaging. Currently I am engaged in a social media challenge to create a random design concept for a game every week and post the development images highlighting the concepts and the final designs. My degree in Game Design & Development has allowed me to grow my skills in designing, building and testing games and I am now looking for an opportunity to build on the skills I have learnt within the working environment.

NOTABLE ACHIEVEMENTS

- BAFTA Young Games Designer nominee
- 2023 LSBU SHOWCASE: Advanced Game Project
- 2021 LSBU SHOWCASE: 3D Modelling Coursework

EDUCATION

SEPTEMBER 2020 – JULY 2023

GRADUATE, LONDON SOUTH BANK UNIVERSITY

First-Class Honours Degree - Game Design and Development

Y1 - Average grade 71%, **Y2** - Average grade 70%, **Y3** - Average grade 72%

Overview:

- **3D Level Design/Advanced Game Project:** Independent development
- **Games Programming:** Unity, C#
- **2D Game Design:** Project Management
- **3D Modelling/Organic Modelling:** Maya, Adobe Photoshop
- **Game Design Specialism:** Level Design, Documentation, Pitching
- **Story Design:** Narrative writing, Storyboarding
- **Sound Design:** Adobe Audition, Serato Studio

SEPTEMBER 2018 – JULY 2020

A LEVEL AND BTEC'S, ST THOMAS MORE SIXTH FORM - BEDFORD

BTEC ICT - Distinction*, **BTEC Business Studies** – Distinction, **A Level Media Studies** - B

SEPTEMBER 2015 – JULY 2018

GCSE'S, ST THOMAS MORE CATHOLIC SCHOOL - BEDFORD

Math's – 6, **English Language** – 4, **English Lit** – 4, **8 GCSEs total**

PROJECTS

- █ **Dominion of Dimensions (2023)**, Solo Developer
- █ **Is it wrong to speed date interdimensional beings? (2022)**, Designer, Script Writer
- █ **Quack to the farm (2022)**, Level Designer, Narrative Designer
- █ **Swatter and Fly (2022)**, Designer
- █ **DeCrypt (2022)**, Solo Developer
- █ **Therapeutic (2021)**, Level Designer, SFX Artist
- █ **Trammered (2021)**, Level Designer, SFX Artist
- █ **Chronoswap (2020)**, Producer, SFX Artist, Background artist

EMPLOYMENT

OCTOBER 2021 - PRESENT

PERSONAL SHOPPER (Dot Com), TESCO BEDFORD

- Consistently meets and surpasses set targets
- Self-management
- Working in a team
- Time Management
- Customer Service

DECEMBER 2019 – JANUARY 2020

CUSTOMER SERVICE REPLENISHMENT, TESCO BEDFORD

- Working in a team
- Stock Replenishment
- Time Management
- Customer Service

OCTOBER 2018 – JANUARY 2019

CUSTOMER SERVICES ASSISTANT, ARGOS BEDFORD

- Customer Service

KEY SKILLS

- Experience in Level Design
- Experience in Narrative Design
- Experience in Unity
- Experience in Maya
- Experience in Adobe Photoshop
- Experience in Adobe Audition
- Experience coding in C#
- Passion for video games

PERSONAL STATEMENT

I am creative, hardworking and initiative taking. I enjoy being challenged and will strive to complete any given task to the best of my ability. I am extremely comfortable in developing my own ideas, concepts and working on my own initiative. Through collaboration and team working, I have evolved my listening skills and recognise the valuable contribution I am able to make. I am keen to learn and willing to take any opportunity I am given.

REFERENCES

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