Dylan Gedig

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EDUCATION

University of Victoria

2016 - B.Sc Computer Science

I graduated with a specialization in Computer Graphics and Gaming, while covering additional topics in AI, networking, databases, and games history and culture. I completed a total of 16 months of co-op and remained busy with side projects, game jams, and club involvement throughout my university career.

SKILLS AND INTERESTS

- Experienced with different programming languages and environments, notably:
    - C# with Unity or XNA,
    - C++ (have used SDL and SFML for separate projects),
    - GameMaker: Studio,
    - Java/Groovy, and
    - ActionScript 3.0 via Flash CS5.5
- Comfortable in Windows and Unix environments
- Regular organizer and participant in local Game Jams and other industry events
- Experience with agile development, including leading sprint kick-offs and retrospectives.

WORK EXPERIENCE

CEO, Red Nexus Games Inc.
Victoria, BC — May 2015 - Current

During the last semester of university I teamed up with a talented designer from the Game Development club to bring our own game to market. I currently handle the business side and share development responsibilities with the other founder. As a two-person team, we have both had plenty of time to learn about all aspects of game development, including AI, online networking, and Xbox and Steam API implementation. Our game, Friday Night Bullet Arena, launched on Steam on Sept.30th to positive reviews but underwhelming sales. More information about our studio can be found at:
http://rednexus.games

Teaching Assistant, University of Victoria
Victoria, BC — September 2015-December 2015

During my last year of University I worked as a TA for the first year computer science game development class. Undergraduate students very rarely fill TA roles, but the instructor for the class felt that my involvement with UVic GameDev qualified me for the position. As a TA I taught one of the lab sections of the class, helping students learn the basics of game design and development in Game Maker by leading hands-on workshops.

Contract Game Developer, Codename Entertainment
Victoria, BC — December 2014-March 2015

I was contacted by my former employers at DJArts (now Codename Entertainment) to flesh out a game idea they had created but didn't have the time to pursue. The contract consisted of creating and iterating on a design document and then developing the initial version of both the frontend and the backend with Flash, AS3, PHP, and MySQL. The final product became Crusaders of the Lost Idols, which quickly became the top-rated idol game on Kongregate:
http://www.kongregate.com/games/Codename_Enter/crusaders-of-the-lost-idols

Software Developer Co-op, GenoLogics Software Inc.
Victoria, BC — September 2013-April 2014

I spent eight months at GenoLogics, where I worked on their industry leading Clarity LIMS project. While there, I gained a large amount of experience with frontend and backend development and the agile development process. More specifically, my backend work was focused on creating server software with Grails to add new API endpoints to our REST API that would serve web pages, XML, and JSON data. For frontend work, I was utilizing jQuery and custom ExtJS widgets to create a professional client-facing web app. Additionally, I worked on a well-organized Scrum team, where I took part in backlog grooming, story estimation, sprint kickoffs and sprint retrospectives.

Game Developer and Content Creator, DJArts Games Inc.
Victoria, BC — January-April, 2013

My first internship was the game developer position at DJArts. I was responsible for building levels, writing story elements and NPC dialog, and using the in-house JSON-based scripting language to interact with both the server and the client. I worked closely with the frontend Flash developers, the backend programmers, and the project managers to provide regular updates to our online games.

VOLUNTEER EXPERIENCE

President, University of Victoria Game Development Club (UVGD)
Victoria, BC — January 2014 - August 2015

The first thing I did after arriving at UVic was to find the game dev club. I remained an active member and volunteer until assuming the role of president in my third year. As president I was responsible for organizing the club's meetings, finding and contacting guest speakers, and coordinating the efforts of the other executives. I stepped down in my final year to transition leadership to a younger student, and I'm very proud to have left the club healthier and more active than when I joined.

Events Master, University of Victoria Computer Science Course Union (CSCU)
Victoria, BC — May 2014 - August 2015

As the Events Master of the CSCU I was responsible for working with the other executive members and the Computer Science faculty to provide a resource for any student in computer science or anyone interested in the discipline. Our shared roles were to answer any questions that students might have, run social events such as LAN parties, and maintain the ECS student lounge, which included maintaining a webapp for student locker registration and curating bulletin boards in the Engineering and Computer Science building. My personal responsibilities were focused on promoting and running events - advertising, recruiting volunteers, and coordinating with other clubs and the CSC Faculty.

Organizer - LevelUP IGDA Victoria Chapter
Victoria, BC — August 2012 - Present

I've been involved with volunteering with the IGDA for several years now. I organize or volunteer for every local game jam as I find that you still generally have enough time to participate in the jam. I participated as a general volunteer until September 2014, when I started taking over organizer responsibilities for certain events.

AWARDS AND RECOGNITION

Tectoria Video Game Industry Award for Developers
January 2016

I'm honoured to be the first recipient of this scholarship, which was put together by several Victoria game development studios to recognize students who are active game developers. A fantastic write-up and an interview about the award can be found here:
https://www.viatec.ca/articles/scholarship-created-by-victoria-video-game-industry-highlighted-in-uvics-donor-impact-report

Global Game Jam GDC 2015 Scholarship
March 2015

I was awarded the Global Game Jam Scholarship for GDC 2015, largely due to my contributions in organizing the Victoria BC location of the jam. The scholarship provided me with an all-access pass to GDC and the incredible opportunity to meet organizers from all over the world.
http://globalgamejam.org/news/gdc-ggj-2016-scholarships
http://www.saanichnews.com/entertainment/366765631.html

IGDA E3 2014 Scholarship
April 2014

One of seven recipients of the prestigious International Game Developer Association (IGDA) Scholar Award. This scholarship consisted of a trip to E3 for educational and networking purposes. The IGDA describes the award as "*Awarded to the best and brightest students in game development disciplines, the IGDA Scholars program gives recipients an all-access pass, industry mentorship, and local studio tours while at E3.*" More information is available at http://scholars.igda.org/