

Dylan McDade

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Personal Statement

I am an aspiring Systems Designer pursuing full-time employment in the Games Industry. My passion for games and my education at university have provided me with the necessary skills and knowledge to establish myself as a talented and productive designer. I am looking to apply my skills in a professional environment with the aim of honing and expanding my existing skillset.

Game Design Experience

Mirror Mirror

Team Project – Glasgow Caledonian University

- Designed three of the four **puzzles** at the core of the gameplay
- Designed the **core game loop**
- Created a calculator in **excel** to determine ideal cooldowns for each puzzle based on average completion time
- Oversaw **team meetings** during the early development phase

Pathfinder

Solo Project – Glasgow Caledonian University

- Implemented the **A* pathfinding** algorithm to move player units in a hexagonal grid
- Implemented **UI** for unit selection and management
- Designed **sprites** for the player Units, terrain, and structures

Experimental Platformer

Solo Project – Glasgow Caledonian University

- Implemented a **moveset selection system** which limits the actions a player can perform
- **Designed a level** that accounted for the various combinations of movesets

Education

BSc/BSc (Hons) Games Development

Glasgow Caledonian University

09/2021 – 05/2025

Higher Computing Science

St Margarets RC Highschool

09/2020 – 05/2021

Skills

Engines & Software

Unity
Unreal Engine
Microsoft Office
Github

Coding Language

C#
Blueprints
C++ (past experience)

Soft Skills

Visual Communication of ideas
Collaborative
Data Analysis
Problem-Solving