

DYLAN MERCADANTE

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Hard-working recent college graduate with a Bachelor of Science in Video Game Design. Aiming to leverage acquired in-depth knowledge and proven teamwork, multitasking, and creative thinking skills to create excellent custom designs. Frequently praised as detail-oriented by my peers, I can be relied upon to help your company achieve its goals.

EXPERIENCE

- **Re-dex** Showcasing my passion and capabilities for game design, I independently created this dexterity-based game with potential applications in occupational therapy.
- **Echo** As a key designer part of a game development team, I successfully designed all scenes, maps, monster, and animations using motion capture techniques.
- **VR Climbing** Working with a team of designers, I created all game elements and implemented the entire game as a no-code solution in Unreal Engine.
- **History game** I collaborated with a client to design an educational history game for children in form of an intuitive and engaging point-and-click experience.

EDUCATION

June 2019

Bachelor of Science Degree in Video Game Design, New England Institute of Technology

Through hard work and dedication I refined my design abilities and strong work ethic.

December 2017

Associate in Science Degree in Video Game Design, New England Institute of Technology

With a focus on excelling in my field, I gained technical skills and valuable practical experience.

SKILLS

- Adobe Photoshop, Illustrator, and much more
- 3D animation and modeling (Maya, 3ds Max, ZBrush)
- Creative thinking and problem solving
- Strong communication skills
- Excellent team collaboration and interpersonal skills

AWARDS AND VOLUNTEER ACTIVITIES

SkillsUSA – Won a 3rd place award for 3D design

Volunteer Services for Elderly Individuals – Assisted elderly individuals as part of a team in digitally restoring aging and damaged photos