

# Dylan Goff

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## Iterative & Elegant Game Systems Design

Passionate **Systems Designer** dedicated to tackling complex problems in both gameplay and workflow. Applies a design philosophy revolving around simplicity and elegance in order to create compelling gameplay while maintaining intuitive coding and system infrastructure standards. Seeks to work efficiently by streamlining development processes and building mechanics with iteration and balancing in mind from the first step. Approaches problems from a variety of angles, and with a keen eye for detail, to find the optimal creative choices to better player experience, rapidly iterate these choices, implement them, and fine tune their execution to perfection.

## Professional Skills

- Systems and Mechanic Design
- Event and System Scripting
- Game Balancing and Tuning
- Progression Design
- Rapid Prototyping
- Player Retention Methodology
- Tool Development and Pipeline Streamlining
- User Experience and Player Feedback Polishing
- Visual Design Documentation
- Effective Team Communication
- Interdisciplinary Communication
- Agile Development and Scrum Methodology

## Technology

### *Proficient*

- Unreal Engine 4
- Blueprint Visual Scripting and Blutilities
- C#
- Microsoft Excel
- Adobe Illustrator CC

### *Familiar*

- C++
- Unity 3D and 2D
- Unity Scripting
- Autodesk Maya
- Subversion Software

## Development Experience

### **Dec. 2015 - Dec. 2017 - SIE Bend Studio - *Days Gone***

Immediately took ownership of what later became the Progression Department. Spearheaded and was the point of contact for systems such as character progression, inventory management, crafting systems, and consumables. Single-handedly maintained global economy balancing- including merchant inventories, pricing, and reputation rewards. Revolutionized established loot systems to silently and occasionally accommodate player needs in an otherwise unforgiving world. Led a small team to curate the list of available items and populate them in a realistic yet balanced way. Spotted hitches in our pipelines and developed tools using Blutilities to drastically reduce overhead; from data aggregation to global modifiers, the time to perform many tasks dropped from several days to as low as a few minutes.

### **Jan. 2015 - May 2015 - Personal Project - *Hyper Syntax***

Came onto the project after a few months of development to assist with dramatic balancing issues in this multiplayer project. Was placed in charge of creating and managing three unique ships with a variety of archetypes, where there was previously one, for an immediate betterment of play. Developed highly impactful quality of life improvements ranging from active mechanics to enable more moment-to-moment player decision making to more subtle systems like camera systems to create more actionable screen real estate usage. Created and followed through with a QA plan that allied us to monitor the efficacy of changes and confirm a near perfectly even win rate between each ship over several hundred play sessions.

## Education

- Bachelor of Science in Game Design - Champlain College 2015

## Personal

Passion for challenging or competitive gaming (card, board or video), in-depth role-playing or strategy games. Currently playing *World of Warcraft*, *Team Fight Tactics*, *Super Smash Bros. Ultimate*, *Stellaris*, and *Puzzle & Dragons*.