

Dylan Coats

Game Design & Administration

Los Angeles, CA 90048

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Skills

Unity, Blender, Adobe Creative Suite, C#, G-Suite, Jira, Game Design, Level Design, Unreal Engine, Scheduling, Logistics, CRM

Work History

Digital Dragon, Santa Monica, CA / *Lead Instructor / Admin*

October 2021 - Present

- Teach classes and private lessons in game design, programming, and more at various schools in Los Angeles
- Onboard new teachers, schedule all classes, set up new classes with school partners, document curriculum, and office upkeep

Aerial Filmworks, Los Angeles, CA / *Image Editor*

March 2021 - August 2021

- Quality inspection of incoming photographs for clients

CinemaKidz, Los Angeles, CA / *Instructor*

February 2021 - July 2021

- Teach game design and media classes for young students
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Projects

Plunder the Sea, Los Angeles, CA / *Sole Developer*

May 2024

- Relaxing underwater RTS created in Unity for the Pixel Game Jam 2024
- Created art in Blender and Aseprite, and code in C#

Pyrolysis, Los Angeles, CA / *Sole Developer*

July 2023

- Top-down- tile-based puzzle game created in Unity for the GMTK Game Jam 2023
 - Created art in Blender and Aseprite and code in C#
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Education

Rochester Institute of Technology / *B.S. Game Design & Development*

Rochester, NY / 2017

Focus on production, level design, 3D modeling, and programming