

Dylan Burry

Game Developer (Focus on AR, VR technologies), Musician

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Education

Boise State University – Games, Interactive Media, Mobile | Graduated 2022

Experience

Boise State University GIMM Development Team | 2020 – 2022

- Trained with new technologies including Node.js and React Native
- Learned how to effectively develop games and projects in a team environment
- Became familiar with remote work during the pandemic

Boise State University GIMM Peer Mentor | 2019

- Helped new students with their projects and assisted during study hours
- Managed and organized events with other peer mentors, including a Game Jam

Nampa High School Assistant Percussion Director | 2018 – 2019

- Helped train new and experienced musicians
- Learned appropriate leadership strategies

Major Projects

Personal Space Storybook Therapy tool for people who struggle with understanding social boundaries | Management & development

- Primary team manager for developing the app.
- Contributed to development of AR systems and gameplay loop.
- Managed app uploading to Google Play store.

Beam Tours AR touring app for universities | Geolocation & 3d modeling

- Helped with developing geolocation systems for AR.
- Created 3D models of GIMM computer lab for touring.

Gear Up Training Camp 3 day training curriculum | Planning & teaching

- Planned and wrote the curriculum for the course.
- Instructed a group of 30 teachers for 10+ hours.
- Collaborated with an art team to create the base game which would be used to teach the group.

Emoji Place Emoji-based quick review app | Web development & concepting

- Created the website for the app
- Conceptualized the idea for the app
- Helped implement Google Maps API

Discovelo Bicycle Exercise Game for kids | 3d Artist & music Composition

- Modeled and textured 3d models for player customization and environmental assets
- Composed and created music for the game

Hurricane Project Teaching aid | UI programming & design

- Designed and developed a UI for the player to interact with, including different menus
- Created a text system for the game to give helpful messages to the player

Cash Ninja VR experience for ICCU | Music Composition & management

- Composed and created music for the game
- Assisted in team management, programming, and asset creation.