

# Dylan Mercadante

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## SKILLS & ABILITIES

- Skilled in 3D animation and modeling (Maya, 3ds Max, ZBrush)
- Familiar with software such as Adobe and 3DS Max
- Photoshop, Illustrator, Flash, Windows and Mac OS
- Able to create and design Web Sites
- Excellent team collaboration and interpersonal skills
- Able to meet deadlines

## EDUCATION

### New England Institute of Technology, East Greenwich, RI

Bachelor of Science Degree in Video Game Design – on track to graduate in June 2019  
Associate in Science Degree in Video Game Design – 12/2017

### Essex High School, Essex, VT

CAWD (Computer Animation & Web Design) - Graduation: May 2015  
Certification in Web Design/ High School Diploma

Involved in SkillsUSA – Won a 3<sup>rd</sup> place award for 3D design

### Montpelier High School, Montpelier, VT

Graduation: May 2013

## PROJECTS

- Re-dex

This is an independent project, my role in this was to make a design for this game and stick with it and show some good characteristics of design. I love when peers actually gave feedback on what I was lacking in my application. And it was finished in the final week of my schooling for my bachelor degree.

- Echo

This game was a group project, my role was to make all of the designs the game and with that I made all the scenes, maps, monster, animation (motion capture), I was pair with two coders, don't get me wrong with this but they weren't in it as much as I was. I wanted to actually see were this could have been. But I have learn to work with other people who have a different mindset for the game. And it was done at the time I finished Re-dex

- Vr Climbing

In this instance we had three designers designing a game but with no programmers so we made it in unreal engine it, my role was to make asset to show your in the game. It's come out very well we work as a team and it was done in this time frame of 4 weeks.

- History game

so for this game we do this in the serious games for a client who was the senate of Providence. I was task with making the art of the game, when doing a educational game we went back in time to see there's people and you have to get certain things to them to learn about history and what our Founding fathers did, it came out alright but I wanted to get more for the Aesthetically feel but it Served its purpose. There were a few setbacks with the Communication aspect but it came in Where around 10 weeks.

## **VOLUNTEER EXPERIENCE**

### Volunteer Services for Elderly Individuals

- Went out with a team to assist elderly residents.
- The key focus was on helping to restore aging and damaged photos for the individuals.