

DYLAN MEMMOTT

Game Designer

SKILLS

Design

Blueprinting, Combat Design Theory, Level Design Theory, Flow Charts, Paper Design, Prototyping

Programming Languages

Blueprinting, C#, Python

Producing

Presentation, Agile and Scrum Methodologies, Software/Art Dev Pipeline

Software

Unreal Engine 4, Unity, Visual Studio, Miro, GSuite, Maya, Zbrush, Photoshop, Premiere Pro, Substance Painter

Project Management Tools

JIRA, Excel, Confluence

Version Control Software

Perforce, Git

Remote Work Tools

Zoom, Discord, Slack

References

Daniel Leaver

dleaver@riotgames.com

Glenn Anderson

ganderson@riotgames.com

Nate Axt

naxt@riotgames.com



[linkedin.com/in/dylan-memmott/](https://www.linkedin.com/in/dylan-memmott/)



dylanmemmott.com

(801)718-7902

memmottdr@live.com

Games

League of Legends | **Riot Games** | **Moments Game Designer I**

Highly rated MOBA focusing on Competition and Esports

01/23-01/24

- » Core Projects: Tournament of Souls metagame, Unannounced metagame.
- » Worked with many other disciplines to craft memorable in-game event experiences to delight players.
- » Paper prototyped, iterated, and implemented designs in Unity C# for PvE combat experiences and narrative puzzle experiences.
- » Helped lead/direct outsourced art team to ensure we received usable assets and helped capture the vision of the design.
- » Design liason for our skins team, ensuring gameplay clarity was upheld.

Previously | **Champ Design Intern**

05/22-08/22

- » Worked with other designers to create a healthy competitive experience across multiple player skill levels
- » Worked with proprietary engine and tools to find fun within new and old champion designs
- » Set strong goals to focus on what a champion needs to be successful

Hogwarts Legacy | **WB Avalanche** | **Level & Mission Designer**

Open world ARPG within the Harry Potter IP

07/21-05/22

- » Given strong ownership over narrative and gameplay design on a set of main and side missions
- » Work strongly with studio built tools to direct players to their objectives and to create a sleek and informative quest log
- » Utilize Level blueprinting and studio built BPs to create enjoyable experiences and in depth narrative beats within missions
- » Craft and Update Flowcharts/Confluence to organize mission and level flow

Sword of Atlas | **Lead Level Designer, Enemy Designer**

10/21-05/22

Truncated RPG blending real time action with ATB turn-based combat

- » Lead 6 members to build levels, enemies, and core gameplay functionality
- » Designed and scripted 6 unique enemy classes with their abilities and AI
- » Crafted a two phase final boss focused on blurring more into real time action and deviating from the common health sponge boss archetype
- » Balanced stat numbers and enemy composition for best player experience
- » Polished and set up levels for narrative beats and mission progression

Tube Tussle | **Producer, Gameplay & Level Designer**

11/21-02/22

A Family-Friendly Battle Royale where you don't directly damage other players

- » Lead a team of 11 as Producer and Scrum Master
- » Designed levels, combat system, and ensured quality playtesting
- » Connected with tech and art disciplines to design solid UI for network interface

Education

University of Utah

08/16-05/22

- » *Master of Entertainment Arts & Engineering, Production Track | Deans List*
- » *Bachelor of Entertainment Arts & Engineering | Deans List*
- » *Awarded the CoE Outstanding Teaching Assistant Award*