

DILLON GIANNINI

GAME DESIGNER

CONTACT

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QUALIFICATIONS

Academy of Interactive Entertainment (AIE)

- 2022 - Diploma of Visual Arts
- 2022 - Diploma of Screen & Media
- Current 2023 - Advanced Diploma of Professional Game Development

SKILLS

- Unity
- Unreal Engine
- Adobe XD
- Visual Studio
- Machinations
- GitHub
- Perforce
- Trello
- Audacity
- Canva
- Draw.io
- Microsoft Office
 - Word
 - PowerPoint

PROFILE

Dillon Giannini

I strive to reach the highest possible quality for each and every project I am a part of.

I have skills in being a Team Leader, Level Designer, & Systems Design. I have a basic understanding and knowledge of programming in C# to help portray my design ideas.

PROJECTS

Metal Leviathan

Producer / Team Lead / Lead Designer / Level Designer August - December 2023

Metal Leviathan was my final project of seven people. I was appointed the Producer and Team Lead. This experience helped me develop management skills, qualities, and problem-solving skills.

Team Lead

- Project Scope Management
- Scum Master.
- Assigned goals & tasks according to members skills.

Level Design

- Creation and maintenance of LDD documentation.
- Level design layout and implementation of all systems and assets.

General Design

- Creation and maintenance of GDD documentation.
- Quality Assurance

System Design

- Weapon, Enemy, & Difficulty balancing.

Rum Runner

Level Designer / Systems Designer March - August 2023

Rum Runner was a unique experience in where myself and one other design student created a project with a client over a 3 month period.

General Game Design

- Client meetings.
- Creating and maintaining documentation.
- Particle effects.
- Simple animations.
- Project scope management.
- Designed pickups.

Level Design

- Design and implementation of level chunks.
- Grey boxing.

Systems Design

- Combo, Near Miss, & Pick-Up systems & balancing.

DILLON GIANNINI

GAME DESIGNER

REFERENCES

**Daniel Beaumont - AIE Design Teacher,
Game Designer/Producer.**

✉ daniel.beaumont@aie.edu.au

Shane Chapman - AIE Programming Teacher

☎ 0468 - 954 - 769 (Preferred)

✉ shane.a.chap@gmail.com

**Ryan Varney - AEC Divisional Returning
Officer (Gippsland), Team Leader (Gippsland)**

☎ 0413 - 702 - 425 (Preferred)

✉ ryanvarney@aec.gov.au

**Graeme Patterson - AEC Divisional Materials
Manager (Gippsland)**

☎ 0417 - 954 - 769 (Preferred)

✉ gpatterson@dosi.net.au

PROJECTS

Norse TD

Team Lead / Level Designer / Systems Designer

March - August 2023

Norse TD was my first opportunity to create a virtual reality (VR) game. This project took three months to complete and included prototyping, an alpha build, and a beta build.

Team Management

- Creation and maintenance of Trello.
- Assigned goals & tasks according to members skills.
- Daily scrums.
- Creation and maintenance of relevant documentation.

Level Design

- Creation of levels.
- Setup of AI pathing.
- Setup wave spawning for enemies.
- Win/lose conditions implemented.

Blueprinting

- Setup all spell mechanics and mana system.
- Axe throwing and crossbow mechanics.
- Enemy weakness system.

General Game Design

- VR testing.
- UI Design.
- Particles Design.
- Sound Design.

Cloud Jumper

Level Designer / Programmer

October - December 2023

Cloud Jumper is an arcade game made between eight people in one month. I was responsible for level design and programming.

General Game Design

- Scrum Master.
- Particle effects.
- Creating and maintaining documentation.

Programming

- Player controller programming.
 - Player character movement.
 - Design, programming, and implementation of hazards.

Level Design

- Creating and designing level chunks.

AEC (Australian Electoral Commission)

2 IC / Team Lead / General Duties

September - October 2023

I worked as - AEC (Australian Electoral Commission), The Voice Referendum.

- Team Lead for the main night, 7 people.
- Team Lead for materials returns of 3 people for a week.
- Management & Security of Electoral Materials.
- Scrutiny and counting of ballot papers.
- Management of a small team.
- Delivery of ballot papers to polling places.
- Administrative & Clerical tasks.