

# Dustin Boyle

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**Portfolio:**  
<http://www.dustinboyle.com/>

## EXPERIENCE

### **Holosurg 3D**(A UCSF startup), San Francisco CA **Unity** *Unity Developer*

October 2018- PRESENT

Using Unity 3D and C# to design and develop a Mixed Reality experiences for head mounted displays such as Microsoft Hololens.

### **Self Employed**(Freelance), Emeryville CA **Game** *Unity Developer/Mixed Reality Developer*

July 2018- PRESENT

Using Unity 3D and C# to design and develop a Mixed Reality experiences for head mounted displays such as Microsoft Hololens.

### **Drop** (An HTC Vive Company), Oakland CA **Unity** *Developer*

September 2017- July 2018

Used Unity 3D and C# to design and develop a Virtual Reality Internet Interface for the HTC Vive.

### **Sony Interactive Entertainment**, San Mateo CA **Game** *Designer*

September 2016 - July 2017

Used Unity 3D and C# programming to design and develop use cases for new technologies that were created within Playstation's Research & Development department.

### **VR Weekend**, San Francisco CA **Unity** *Instructor*

April 22- 24 2016

Took part in organizing the VR Weekend Unity Course. Wrote the syllabus and designed the curriculum. Instructed a class of 20+ to create VR experiences using Unity 3D and Google Cardboard.

## SKILLS

Unity 3D  
C# programming  
Autodesk : Maya, Mudbox  
Adobe CC  
Excel, Word  
Corel Painter  
Version Control: Git, SVN etc.

## RECOGNITION

Co Founded Indy Dragon Studios a mobile game company

Featured Game on iOS Orbit's Odyssey was listed on the App store as "a best new app"

Outstanding GPA GPA recognized by the educational board at The Academy of Art

Sony Playstation worked as a Game Designer for Sony Playstation's R&D dept.

## PROGRAMMING LANGUAGES

C#

Action Script 3

**Indy Dragon Studios, Alamo CA**  
*Designer/Co Founder*

*Game*

September 2013 - February 2017

Used Unity 3D to design and develop Dog Save The Queen and series of mini games for android. Published to the Google Play Store.

**Colopl Ni, San Mateo CA**  
*Designer*

*Game*

February 2016 - April 2016

Used Unity 3D to design CyberPong VR, a multiplayer HTC Vive game. Designed the concept and game design documentation. Some C# programming and QA Testing.

**Realiteer, Redwood City CA**  
*Developer*

*Game*

July 2015 - November 2015

Used Unity 3D to develop Gernbuster VR and Wizard Academy VR. Published both titles to the App Store and the Google Play Store.

**Paperkyte, San Francisco CA**  
*Designer/Developer*

*Game*

September 2014 - April 2015

Used Unity 3D to design and develop WingoStar and Orbit's Odyssey. Published both titles to the App Store and the Google Play Store.

**Press Start Studio, San Francisco CA**  
*Concept Artist/ Level Designer*

*Game*

September 2012 - June 2013

Used Unity 3D and Adobe CC to design and develop Drive Me Bananas. Published to the App Store and the Google Play Store.

## EDUCATION

**Academy of Art University, San Francisco CA**  
*Bachelor's of Fine Arts*

June 2009 - May 2014

Graduated with a Bachelor's Degree in Video Game Design

Worked on 3 published games before graduation

**Woodland Park High School, Location**  
*Diploma*

*HighSchool*

1999 - 2003

Attended High School in the small mountain town where I was raised.

## PORTFOLIO

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