

DYLAN BOYER

Game & Systems Designer

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SUMMARY

Game and systems designer specializing in UEFN, Verse, and Unreal Engine 5. Since 2025 I have shipped six public titles totaling 5.4M+ minutes of player time, including a breakout that peaked at 4,419 concurrent players, and have led design and production on branded experiences for GFUEL, Mecum Auctions, NIKE, COPERNI, and Lionsgate IP.

EXPERIENCE

VLO Studios · Game Designer

Jan 2022 – Present

- Lead design, production, and publication of Unreal Engine and UEFN titles built with major brands, organizations, and influencers — 6 public launches to date.
- **Sunday Car Club** (2026 · UEFN + Verse · 600+ hrs) — architected the car inventory, player-to-player trading, live auction, and city traffic systems for an 8-player collection tycoon; built with Mecum Auctions for the 2026 Indy Spring Classic and featured in ESPN and Mecum broadcast segments.
- **Tub Wars** (2026 · UEFN + Verse · 400+ hrs) — designed and scripted an 8-player sky-arena FFA: loot-cube gearing, power-up pickups, knockback eliminations, and the full round loop. Commissioned by GFUEL and rebuilt in place from my Lucky Block RvB island, which launched alongside A Minecraft Movie; peaked at 4,419 concurrent players, with 200,000+ lifetime unique players across both releases.
- **Mic Drop** (2025 · UEFN + Verse) — Fortnite's first real-time music competition; engineered a novel in-game vote-tracking method on Fortnite's native analytics. 2,000+ artist submissions, 240,000 in-game votes, 202,000 live Twitch viewers at the finale, and press coverage in Dazed.
- **Also shipped:** Grand Theft Bacon (JustDustin partnership; custom matchmaking and MetaHuman likenesses), President Faceoff (civics-driven satire with hundreds of custom voice lines), Quakenite (built with COPERNI for its 2024 Paris Fashion Week runway show), and House of Horrors (three-part co-op horror with custom particle systems and cinematics).

GFUEL · Talent Manager, Gaming Division

May 2025 – Present

- Built and executed a targeted Fortnite talent acquisition strategy, signing 50+ brand ambassadors and content creators into the gaming vertical.
- Direct all talent management, content strategy, and partnership activations for a roster of professional players and creators.
- Leading end-to-end development of a large-scale co-branded GFUEL × Fortnite product launch, owning production, partner relations, campaign strategy, and go-to-market planning.

Livit Media · Assistant Production Manager

Nov 2020 – 2022

- **Helped produce a UE5 tennis title built for the 2022 US Open** — the project that seeded US Open Gaming, now a returning annual program. Designed the mini-games and tournament-style competitions inside it, and grew community interest through grassroots Discord, Instagram, X, and TikTok campaigns.

SELECTED INDEPENDENT PROJECTS

Room For One! · Lead Producer & Level Designer · Unity · team of 7

Steam, Jun 2025

- Free-to-play online multiplayer platformer-racer built as a senior capstone: co-designed race tracks for route readability and pacing, tuned power-up placement for risk/reward, prototyped movement models, and ran playtest and QA passes through release.

Epic MegaJam 2025 · Designer & Programmer · Unreal Engine 5 · team of 2

10-day jam

- Scoped, built, and submitted a complete, polished game in ten days around a surprise theme — front-loading the core mechanic, then reserving the final days entirely for feel and polish.

SKILLS

Engines & Tools Unreal Engine 5 · UEFN · Unity · Blender · Photoshop · GitHub · Jira · Trello

Programming Verse · UE5 Blueprints · C++ · C# · Python · TypeScript / JavaScript

EDUCATION

University of California, Santa Cruz · B.S. Computer Science: Game Design

2021 – 2025

- Baskin School of Engineering — Dean's Honors, 2024 & 2025.