



# Dylan Amos

@ hello@dylanamos.com <https://dylanamos.com>

## Summary

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Hey, I'm Dylan — a seasoned Technical Artist boasting over 7 years of experience. My passions are in *gameplay systems, optimization, and problem solving*. My focus is Unreal Engine.

## Experience

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### Theia Interactive

June 2021 - Present

Technical Director

Chico, CA

- Oversaw, managed, and streamlined the Unreal Engine development pipeline, resulting in the efficient delivery of multiple high-quality projects on time and within budget.
- Developed procedural content generation, scripts, and plugins for Unreal Engine, saving tens of thousands of hours and significantly enhancing productivity by automating repetitive tasks and streamlining workflows.
- Designed and implemented in-depth gameplay systems in Unreal Engine, providing high-quality immersive experiences
- Optimized draw calls, memory management, and overall performance across a range of devices, from high-end desktops to low-end pixel streaming services.

### Theia Interactive

March 2019 - June 2021

Lead Technical Artist

Chico, CA

- Profiled and optimized Unreal Engine performance.
- Created interactive gameplay systems.
- Developed procedural content, scripts, and plugins.
- Ensured adherence to best practices and industry standards.

### Theia Interactive

Oct 2017 - March 2019

Technical Artist

Chico, CA

- Created automation software to smartly import and optimize Datasmith files using Python/QML & C++.
- Created procedural materials using Substance Designer and Unreal Engine.

## Education

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### Chico State University

Aug 2014 - June 2017

Computer Animation and Game Development

B.S.

## Skills

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### Unreal Engine

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### Blender

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### Maya / 3dsMax

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### Adobe Suite

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### Substance Suite

● ● ● ● ○

### Houdini

● ● ● ● ○

## Languages

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### C++

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### Python

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### Javascript

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