

Dylan Gobey

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Portfolio: <https://www.dylangobey.co.uk>

Gloucester | 07494 141360

Personal Profile

I am a passionate and technically driven gameplay programmer with experience developing systems in both Unreal Engine 5 as well as Unity using C#, C++ and Blueprint scripting. I enjoy implementing gameplay mechanics, AI behaviour systems and interactive features. Alongside my technical work, I have developed strong communication and teamworking skills through previous roles within retail as well as in University projects allowing me to work effectively both independently and collaboratively.

Technical Skills

- Programming: C#, C++, Blueprint
- Game Engines: Unreal Engine 5, Unity
- Gameplay: Gameplay mechanics, player controllers, AI behaviour systems, combat systems
- AI: Behaviour Tree States, line-of-sight and perception systems, waypoint-based navigation
- Development: Debugging, problem solving, collaborative development, technical research

Education

Falmouth University (Penryn Campus, Falmouth, Cornwall)

Sept 2023 - Jul 2026

- Games Development Programming – First Class Honours (2026)

Gloucestershire College, Gloucester Campus (Llanthony Road, Gloucester)

Sept 2021 - Jun 2023

- Pearson BTEC Level 3 National Extended Diploma RQF in Creative Media Practice - A* (2023)

University Project Experience

Atelier's Key – Gameplay Programmer

Falmouth University | Final Year Project | 2025 – 2026

Worked as a Gameplay Programmer within a multidisciplinary team developing a first-person story-driven game in Unreal Engine 5.

- Designed and implemented enemy AI using Behaviour Trees covering passive, investigating and attacking behaviours.
- Implemented AI perception and decision-making using line-of-sight, proximity and the player's last-known position.
- Developed weighted waypoint behaviour to support more varied enemy navigation.
- Implemented Motion Warping-based enemy attacks to improve combat animation consistency.
- Developed player movement systems using acceleration curves and camera lag, with accessibility and player comfort in mind.
- Collaborated with programmers, designers, artists and other disciplines throughout development.

Work Experience

Customer Assistant

Sainsbury's

Sept 2023 - Nov 2024

Provided a friendly, efficient service to customers on the shop floor, at the checkout, and at the customer service desk, resolving queries and complaints promptly. Also supporting colleagues during peak trading periods, including evenings, weekends, and seasonal events.

General Assistant

Sainsbury's

Nov 2021 - Aug 2023

Carried out a varied range of tasks across different departments, adapting quickly to changing priorities. Worked on loading home delivery vans to ensure arriving at customers within their allotted period as well as worked on resolving customer queries.

Awards & Additional Information

During my final year of University, me and my team were awarded the 'Most Striking Visuals' award as well as runners up to Industry Choice award during the Games Academy Expo 2026.

Portfolio

<https://www.dylangobey.co.uk> — Portfolio featuring gameplay programming and game development projects