Dylan Del Sontro Game Systems Designer

dylandelsontro@gmail.com • dylandelsontro.gamedesignskills.com • (609)-464-9578 • Lanoka Harbor,NJ

I am a junior game designer. I have worked on a number of personal game projects between Godot and Unreal engine, recreating systems from other games and applying my findings to my own projects. I have officially shipped one title, ***Raid Night!***, a Tabletop Simulator board game which can be found as a mod on Steam.

Skills/Expertise

- Godot
- C# Scripting
- Python
- Zoom/Slack/Discord
- Excel
- Github
- Prototyping
- Unity
- Modding
- TTRPGs

Game Development Experience

Game Design Fundamentals & Prototyping Bootcamp • 2025 - Present

A game development practice organization.

Project Lead and Principal Game Designer- Raid Night! (Tabletop Simulator) **Fall 2025**

- Prototyped, designed and fully created a working online tabletop game on a 12 week schedule.
- As the solo principal game designer, I created and designed gameplay, features and systems for this game.
- Tailored a 110-card event deck, 36 unique player character cards, and more than 40 unique item cards.
- Created numerous documentation for the project, including 25 page rulebook, quick start guide and references to cards and system overviews through Miro.
- Responsible for UI, combat systems, art, movement mechanics, TTS import and sound for the game.
- Went through 5 playtests and 7 iterations before final design.

Previous Experience

TOWNE ENTERPRISE INC • 2023 - Present

A New Jersey domestic profit corporation based in Toms River, New Jersey.

Supervisor - Spirits Unlimited of Lacey • **2023 - Present**

Responsible for the management of the store's stock, organization of displays and advertisements, and ensuring the store is opened and closed with proper procedures. Responsible for recording and sending financial reports on daily earnings and product delivery manifests.

Education/Certifications

Game Design Skills • Game Design Fundamentals & Prototyping Bootcamp • Fall 2025

A 12 week bootcamp focused on game development fundamentals wherein each student created a tabletop game in Tabletop Simulator. This was a live course taught online by an industry professional (Jeremiah Franczyk).

Ocean County Community College • 2019 - 2023
Associate Degree in Environmental Sciences (A.S)
Google IT Support Professional Certification (Proctored at OCC)

Zenva • Certification Courses • Fall 2025 - Present

An assortment of certification courses dedicated towards developing projects in game engines, creating programs with various coding languages, and utilizing game engines to reinforce optimal development workflows.

The Comprehensive Introduction to C# Programming • 2025
Java Foundations • 2026
Intermediate Godot - Essential Programming Patterns • 2026