

## Dylan Bassett

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[LinkedIn](#)

[Portfolio](#)

### Education

#### Michigan State University

East Lansing, MI

Games & Interactive Media, BA | Business Minor

Aug 2023 - Dec 2026

Relevant Coursework: Collaborative Game Design, Games & Interactivity, VR Development, Physics I & II, Multivariable Calculus, Programming I & II, Game Interface Design, Practical Computing in Media, Videogame Literacy, Game Writing

### Experience

#### Bassett Interactive

Clarendon Hills, IL

##### Founder & CEO

Oct 2022 – Present

- Illinois-based LLC, designing and developing video games using Unreal Engine 5 and supporting tools.
- Managed contractor relationships (payments, contracts, NDAs) and publishing deal negotiations.
- Ownership over end-to-end production pipeline.
- Learn more: <https://www.bassettinteractive.com/portfolio>

### Game Projects

#### Chicken Feet

##### Bassett Interactive

June 2022 – October 2022

- Solo designed and developed a first person survival-stealth horror game in Unreal Engine 5.0.
- Published to Steam, selling over 20,000 copies with 92% positive reviews.
- Handled end-to-end production, from design, programming, marketing, and publishing.
- Worked closely with contractors for voice acting and 3D art.

#### Below Nowhere

##### Bassett Interactive

January 2024 – May 2025

- Solo designed and developed a first person, gameplay-centric survival horror game in Unreal Engine 5.3.
- Published to Steam, secured a joint publishing deal with publisher CULT Games (now defunct).
- Handled end-to-end production, from design, level design, programming, mocap, and marketing.
- Worked with international contractors for 3D art, voice acting, and soundtrack creation.

#### Blood Rifleman

##### Bassett Interactive

December 2025 – January 2026

- Solo designed and developed a first person, narrative-driven horror game in Unreal Engine 5.6.
- Created in 35 days, published to Steam.
- Handled end-to-end production, from design, programming, mocap, and marketing.
- Worked with international contractors for 3D art, voice acting, and soundtrack creation.

#### Skybooter

##### Team Bungiecords (MSU Capstone Collaborative Project)

January 2026 – May 2026

- Worked as Technical Designer on Skybooter, a sky pirate themed momentum shooter in Unreal Engine 5.7.
- Handled general technical design alongside UI programming, level design, and some gameplay programming.
- Worked with Blueprints and C++ to create systems that are friendly to both programmers and designers.
- Participated in weekly check-ins with MSU alumni now working at Bungie.

### Skills & Interests

**Proficient in:** Unreal Engine 5, C++, UE Blueprints, Unity, C#, Github, Perforce, Diversion, Level Design

**Interests:** Aviation, horror media, game programming, filmmaking, U.S space program history, physics

**Licenses:** Private Pilot (Issued Jan 2025)

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