Dylan Bassett

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LinkedIn   Portfolio

Education

Michigan State University   East Lansing, MI
Games & Interactive Media, BA | Business Minor
Aug 2023 - May 2027
Relevant Coursework: Collaborative Game Design, Games & Interactivity, VR Development, Physics I & II, Multivariable Calculus, Introduction to Programming I & II, Game Interface Design, Practical Computing in Media, Videogame Literacy

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/

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 91% 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 CULT Games.
- Handled end-to-end production, from 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 – Present
- Worked as Technical Designer on Skybooter, a sky pirate themed momentum shooter in Unreal Engine 5.7.
- Part of the group capstone course of the Game Design and Development Minor at Michigan State University.
- 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.

Scan for LinkedIn

Skills & Interests
Proficient in: Unreal Engine 5, C++, UE Blueprints, Unity, C#, Rokoko Motion Capture
Interests: Aviation, horror media, game programming, filmmaking, U.S space program history, physics
Licenses: Private Pilot (Issued Jan 2025)