Dylan Victory

Solutions Architect moving into game systems design · Centennial, CO (US, Mountain Time) · Open to remote
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SUMMARY

I design systems for a living, and I want to put that to work on games. For seven years I've built and run software where flows of value, rules and incentives have to stay balanced as real people use them. At FinThrive that means healthcare billing and payment systems, where I design the rules, watch how they perform in production, and adjust them from the data.

I play and study games with the same lens: what keeps a player pursuing a goal, where a progression stalls, and when a reward breaks the economy around it. I've worked hands-on with goal-oriented action planning (GOAP), the planning technique behind NPC behavior in many games. I write clear specifications that developers can build and test from, and I'm used to shipping changes to live systems and improving them after launch.

SKILLS

- **Systems design:** rule and state design, balancing flows of value through a system, edge-case and failure analysis
- **Agent and AI behavior:** goal-oriented action planning (GOAP), AI agents and tools built on Model Context Protocol
- **Data and iteration:** SQL, Power BI, Azure Databricks; measuring live behavior and tuning from it
- **Specs and documentation:** written specifications and Visio flow and state diagrams that developers implement and test from
- **Technical fluency:** C#, C++, Python, Java; comfortable reading code and talking implementation with developers
- **Collaboration:** requirements with non-technical stakeholders, presenting designs, mentoring and interviewing

EXPERIENCE

FinThrive (formerly nThrive) · Healthcare revenue-cycle software · Remote · Jul 2021 – Present

Solutions Architect · Mar 2023 – Present

- Design the rules and flows that move billing and payment data through B2B healthcare systems, balancing many interacting parts so the whole stays healthy.
- Review live data in Databricks and Power BI after each release, find where processes stall, and tune the design.
- Build AI agent behavior with goal-oriented action planning (GOAP) and Model Context Protocol tools.
- Write designs and diagrams that engineering teams build from, and present them to customers and leadership.

Lead Software Engineer · Mar 2022 – Mar 2023

- Led a team's technical direction and delivery planning while building automation and integrations in C# and Python.

Software Engineer L3 · Jul 2021 – Mar 2022

- Built and tested revenue-cycle automation in C#, Python, C++ and SQL.

Accelirate Inc. · Intelligent automation consultancy · May 2019 – Jul 2021

Software Engineer L1 → L3 · Sunrise, FL, then remote

- Broke clients' manual workflows into discrete steps and designed automations for them, documenting each design before build; promoted twice in 15 months.

Gartner · Research Content Specialist · Fort Myers, FL · Jul 2018 – May 2019

- Researched technology topics and built first automations with UiPath.

EDUCATION

Florida Gulf Coast University · Fort Myers, FL · Bachelor's in Software Engineering · 2018