



BIT BANDIT

Ryan Wallace
Game Developer

PROFILE

Motivated and determined when it comes to work ethic; always finding new ways to satisfy the work requirements to the highest standard. Always open minded to feedback, and excels when coordinating with a team. Always able to adapt to the job situation, and able to change approach when the situation requires it. Always inspiring to others around him, and is willing to help anyone no matter how big or small the issue is. Seeking to work in the Games Industry as a professional game developer to develop quality games and work alongside like-minded employees.

UNIVERSITY EDUCATION

Academy of Information Technology, Sydney - Bachelor of Interactive Media (Major: Game Design)

July 2017 - August 2021 (Pending Graduation)

PERSONAL ATTRIBUTES

- **Determined and Self Motivated** - Always able to stay motivated despite being constantly challenged with new problems and can keep that attitude while solving said challenges.
- **Critical thinking skills** - Able to assess and determine what is best for various situations based on given information.
- **Teammaker** - Able to exceptionally coordinate and execute in a diverse team.
- **Open Minded** - Always willing to listen to new ideas and feedback to improve.
- **Honest and Reliable** - Has a strong sense of ethics and morality, able to fulfill tasks in a reliable manner.
- **Highly adaptive** - Able to change according to requirements; has a flexible schedule.

PAST EXPERIENCE

Spaces Interactive/Mirk - Unity Developer

July 2020 -

Originally an internship, but transitioned into a casual position as a Unity Developer; programming features and working with other developers on projects.

Wallace BG -Accountant Assistant

January 2020 - May 2020

working as an accounting assistant for receipt management as well as noting transactions and expenses.

Key Skills

- Problem Solver
- Effective communicator
- Empathetic
- Leader
- Teamwork
- writer
- Self-motivator
- Trustworthy
- Motivator
- Adaptable

Software

- Microsoft Office
- Unity, Unreal 4
- Maya
- Substance Painter
- Pro Tools
- Windows/Mac
- Photoshop
- Illustrator
- After Effects
- Premiere Pro
- C#, Javascript.

Hobbies

- Computer Games
- Movies
- Drawing
- Learning new Skills

Languages

- English (Native)
- Japanese (Learning)