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.

Key Skills

- Punctual
- Understanding
- Open Minded
- Adaptive
- Listening
- Thorough
- Writing
- Trustworthy
- Cooperative
- Resourceful
- Research
- Positive Attitude
- Critical Thinking
- Effective
- Communicator
- Collaborator
- Empathetic
- Motivator

Relevant Experience

Spaces Interactive/Mirk – Unity Developer

September 2020 – September 2021

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

University Education

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

July 2017 – August 2021

Software

- Microsoft Office
- Unity
- Unreal 4/5
- Maya
- Substance Painter
- Pro Tools
- Windows/Mac
- Photoshop
- Illustrator
- After Effects
- Premere Pro
- GIT Version Control

Programming Languages

- C++
- C#
- HTML
- CSS
- JavaScript
- Java
- Python

Hobbies

- Computer Games
- Movies
- Drawing
- Writing
- Learning new Skills
- Reading

Languages

- English (Native)
- Japanese (Intermediate)

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