

RYAN GEHRLEIN

+1 (203) 274-0985

ryan.gehrlein@gmail.com

Boston, MA

Portfolio: <https://dthaipome.github.io>

Availability: May 2021 - August 2021

SKILLS & TECHNOLOGY

C#, Java, C++, Python

Unity, Visual Studio, Git, IntelliJ, Eclipse, Visual Studio Code, Sourcetree, Github, Jira, Selenium

PROJECTS

GMKT Game Jam 2020, 48-Hour Game Jam

Virtual | JULY 2020

- ❖ Produced Music and Designed Dynamic Music System
- ❖ Helped create a platformer game with advanced sound design aspects remotely and over the course of two days.
- ❖ Designed and implemented a dynamic music system that could switch between two versions of a single music track during gameplay, as well as loop both versions seamlessly.
- ❖ Assisted in gameplay programming and troubleshooting on using Unity in C#.

Chlorophyll, Functional Game Prototype

Virtual | APRIL 2020

- ❖ Led and Developed Prototype Exercise
- ❖ Prototyped fast-paced time-management game with Unity.
- ❖ Designed complex systems to manage player resources, give procedurally generated tasks to the player as they progress.
- ❖ Ensured the prototype could be easily expanded upon.

Global Game Jam 2020, 48-Hour Game Jam

Boston, MA | FEBRUARY 2020

- ❖ Cooperated in gameplay and music programming.
- ❖ Worked with a team of twelve to produce a 3D time management game over the course of two days.
- ❖ Helped develop a complex system to manage the consumption and production of in-game resources over time.
- ❖ Designed a dynamic music system that keeps track of five different layers of one music track, and adds one layer at a time as the player progresses through the game.

WORK EXPERIENCE

RiskSpan, Software Testing Internship

Stamford, CT | MAY 2019 - AUGUST 2019

- ❖ Ran automated tests on RiskSpan's Edge platform, using scripts written in Java along with tools including Selenium and Extent.
- ❖ Created two case-specific test cases for use by other software team members.
- ❖ Streamlined productivity with careful tracking of daily tasks using Jira.

EDUCATION

Northeastern University

Khoury College of Computer Sciences

Boston, MA | 2019 - Present

Candidate for B.S. in Computer Science & Game Development
GPA 4.0/4.0 | Dean's List

Relevant Coursework

Fundamentals of Computer Science 1, Discrete Structures, Fundamentals of Computer Science 2, Calculus 3, Object-oriented Design, Game Programming, Programming in C++, Algorithms & Data, Game Studio

Extracurriculars

NU Pep Band- *Drum Set*
NU Wind Ensemble - *Percussion*
Game Development Club

Wilton High School 2019

High School Diploma
GPA 3.7/4.0 | Wilton, CT

Relevant Coursework

Advanced Placement (AP) Calculus BC, AP Computer Science

Extracurriculars

Habitat for Humanity CFC - *Officer*
Wind Ensemble - *Percussion*
JV/Varsity tennis- *JV Captain*