

# RYAN DAVIS

SHE/HER | TECHNICAL ARTIST  
SAN DIEGO, CA

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## EDUCATION

**Oregon State University** | Bachelor of Science, Computer Science | June 2022 | GPA: 3.42  
**University of California, Berkeley** | Bachelor of Arts, Art Practice | May 2015

## SKILLS

Languages: Python, C#, OpenGL, OpenCV, HTML5, CSS3, JavaScript, MySQL  
Software: Adobe Photoshop, Adobe Illustrator, Autodesk Maya, Unity3D

## WORK EXPERIENCE

**Intel** | Undergraduate Technical Intern (Frontend) | Remote | Feb. 2021 - Aug. 2021

- » Designed initial user interfaces and user experiences for extended reality tools
- » Established visual direction for future iterations of user interfaces using Adobe Photoshop
- » Developed user interface features using C# in Unity3D
- » Researched, analyzed, and demoed competitor products to help pivot the development team

**Microsoft (Contract)** | Senior Hologram Processing Technician | San Francisco, CA | Aug. 2017 - Feb. 2019

- » Hologram Demo Reel: [vimeo.com/800004234](https://vimeo.com/800004234)
- » Produced, troubleshooted, and finalized holographic content (including point clouds, meshes, and textures)
- » Adjusted and enhanced holograms using Adobe Photoshop, Autodesk Maya, and Unity3D
- » Tested and discussed proprietary software improvements with engineers

**Pixar Animation Studios (Temp)** | Pixar University Assistant | Emeryville, CA | Dec. 2016 - May 2017

- » Assisted Art & Film Manager in maintaining professional film equipment and art studio
- » Produced visual advertisements for studio-wide internal events

## PROJECTS

**Hablo Gato** | Oregon State University Capstone Project (2022) | C#, Unity3D | [dataisgone.itch.io/hablo-gato](https://dataisgone.itch.io/hablo-gato)

- » Immersive Spanish language-learning VR game with speech recognition, produced in 2.5 months
- » Scripted for NPC spawner, path finding, and 2.5D stylization in C#
- » Designed and produced user experience, user interfaces, characters, and level concept art for world building

**IARp** | HooHacks 2021 (University of Virginia) | C#, Unity3D, Photoshop | [devpost.com/software/test-yotepg](https://devpost.com/software/test-yotepg)

- » Awards: First Place - "Art and Gaming Hack" Track
- » Mobile app that encourages physical fitness through a roleplaying game utilizing AR, produced in 24 hours
- » Developed procedural random character generator for populating mushroom enemies with C#
- » Created pixel art and 3D models for piecewise creation of enemy characters with Adobe Photoshop

**IntARnet** | TartanHacks 2021 (Carnegie Mellon University) | C#, Unity3D | [devpost.com/software/intarnet](https://devpost.com/software/intarnet)

- » Awards: Scott Krulcik Grand Prize, Best Throwback Hack
- » Mobile app that integrates AR with social media to connect local communities, produced in 36 hours
- » Developed and learned about Azure spatial anchors using C# and Unity3D
- » Contributed to iOS development with ARFoundation resulting in cross platform compatibility

**Catiator** | TreeHacks 2021 (Stanford University) | Unity3D, Maya | [devpost.com/software/catiator](https://devpost.com/software/catiator)

- » Awards: TreeHacks Moonshot Prize, Pinnacle's Best Hackathon Project
- » VR game that teaches American Sign Language using Oculus Quest 2's gesture recognition, produced in 36 hours
- » Produced character designs, 3D models, rigging, and animations for gladiator cat enemies in Autodesk Maya
- » Created animated prefab gladiator cat assets for use by developers using Unity3D