RYAN DAVIS

SHE/HER | GAME DEVELOPER

SAN DIEGO, CA

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Portfolio: nodata.tech
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GitHub: github.com/DataIsGone

EDUCATION

Oregon State University | Bachelor of Science, Computer Science | June 2022 | *GPA: 3.39*

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

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

» Hologram Demo Reel: vimeo.com/381227578

» Produced, troubleshot, 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

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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

» 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

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lARp | HooHacks 2021 (University of Virginia) | *C#, Unity3D, Photoshop* | devpost.com/software/test-yotepg

» Awards: First Place - "Art and Gaming Hack" Track
» Mobile app that encourages physical fitness through a roleplaying game utlizing 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

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

» Awards: Scott Krulcik Grand Prize, Best Throwback Hack
» Mobile app that intregrates 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

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Catiator | TreeHacks 2021 (Stanford University) | *Unity3D, Maya* | 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