RYAN W. GEYER

Game Design & Development Student

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OBJECTIVE

To secure a position in software development, in which I may contribute to the progress and success of a development team while learning, growing my skills as a programmer, and gaining valuable work experience.

EXPERIENCE SUMMARY

Detail oriented student who works well with others. Have real game development experience in the areas of game design, art asset creation, and working in development teams. Possess strong knowledge of the Unity Game Engine, C#, C++, JavaScript, Node.js, and HTML/CSS.

EDUCATION

Bachelor of Science in Game Design and Development, expected May 2018

Rochester Institute of Technology (RIT)
1 Lomb Memorial Drive, Rochester, NY 14623
Current GPA: 3.56 on a 4.0 scale
Current Credits Earned: 116

Relevant Courses Taken
- ❖ Rich Media Web Application Development I and II
- ❖ Foundations of Game Graphics Programming
- ❖ Data Structures and Algorithms for Games and Simulations I and II
- ❖ Game Development and Algorithmic Problem Solving I and II (Advanced Sections)
- ❖ Game Design and Development I and II

SOFTWARE EXPERIENCE

- ❖ Unity 3D Game Engine
- ❖ Microsoft Visual Studio
- ❖ Visual Studio Code
- ❖ Adobe Photoshop
- ❖ Microsoft Office
- ❖ Notepad++

PROGRAMMING EXPERIENCE

- ❖ C #
- ❖ C++
- ❖ JavaScript
- ❖ Node.js
- ❖ HTML/CSS
- ❖ TypeScript

WORK EXPERIENCE

UTC Climate, Controls & Security - Lenel Systems International   **January – August 2017**

1212 Pittsford Victor Road
Pittsford, New York 14534
(585) 248-9720

Software Engineer Co-op:
Worked on the Lenel video team completing various web development tasks related to Lenel's Network Video Recorder product. My role primarily dealt with front-end and back-end web development using HTML/CSS, JavaScript, TypeScript, and Node.js.