Marc Ryan

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Breif Bio

In case the big bold letters didn’t give it away, my name is Marc Ryan. I grew up in the Las Vegas area, which happens to be where I currently reside. Living in the desert can be unbearable at times. When temperatures reach 120°F outside during the summer, you pretty much have only two options – stay inside or go swimming. This could be a reason why I picked up videogames at such an early age. Ever since I saw my brother playing The Legend of Zelda on the NES, I was hooked. But I digress; I’m 23 years old with a Bachelor of Science in Computer Science from the University of North Carolina at Chapel Hill. After graduating in May 2010, I took two graduate courses at UNLV during the fall while working part time – the classes were Digital Image Processing and Computer Graphics. While I have been searching for a position as a game developer, I realize that as long as I’m close to videogames and able to code, I’ll be happy. That’s why I consider this internship at IGN a perfect opportunity.

Experience

Green Valley Ranch Resort, Spa & Casino

Bar Porter May 2010 – Present

Helped to provide an excellent customer experience by maintaining sufficient stocks of liquor, beverages, ice, fruits and other necessary items at the multiple bars located in GVR. Organizational and communication skills were key in creating a fun and efficient environment for both the guests and fellow co-workers.

Biology Department at UNC-CH

Programmer August 2009 – May 2010

Assisted Dr. Kenneth Lohmann of the Biology Department in his research on sea turtles by developing software to record their navigational patterns. Using C++ and the Win32 API, I was responsible for designing the UI and coding the underlying layer which provided the user with the ability to record and save custom trials. The other member of my team was tasked with providing an interface between my code and the USB1 Encoder Acquisition USB Device from US Digital.

CS Department at UNC-CH

Research Assistant August 2008 – May 2009

Employed by Professor Prasun Dewan to explore a possible implementation of his Distributed Reflection project. The goal was to develop an application that could reflect upon a remote object, and using only the primitive data types sent back to the client, reconstruct the object as it was on the remote machine. Using Java Web Services to perform the remote procedure calls and Glassfish as the application server, I attempted to realize this goal. Although unsuccessful, my research provided invaluable insight into the nature of the project.

Sandia National Labs

Summer Intern June 2007 – August 2007

Employed as a summer intern working for Sandia's Information Technology organization in their role as Lead Laboratory on the U.S. Department of Energy's Yucca Mountain Project for the geological disposal of nuclear waste. Received training in the software lifecycle, observed and participated in the testing/validation of software, gathered client information for the Requirements Phase, and organized and helped consolidate a list of software items important to the project.

Skills

* 2-3 years experience with Java and C/C++
* Familiarity with OpenGL and Blender for 3D creation and animation
* Have designed software using Windows API as well as some programming experience in a Linux environment
* Decent knowledge of MySQL, including database access and table creation using phpMyAdmin
* Some experience with TortoiseSVN as method of software version control