AJ Ryan

2181 Rolling Hills Drive Covington, KY 41017
Cell: 872.216.3338, GitHub: https://github.com/ONLYUSEmeFEET,
onlyusemefeet@gmail.com

Accessibility Analyst

Summary

Enthusiastic Accessibility Analyst eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Multi-talented and consistently rewarded for success in innovation and operational improvements. Clear understanding of accessibility, design and programming. Motivated to learn, grow and excel in Information Technology.

Skills Included: *Innovation, strategic thinking, communication skills, managing programs, advanced problem-solving skills, critical thinking skills, self-motivated, troubleshooting and debugging*

Technical Summary

Programming: C#, Java, PHP, Ruby, JavaScript, SQL, BASH, HTML5
Software: MS Office Suite (Access, Word, Excel, PowerPoint, Project)
Systems: UNIX, Mac, Windows
Game Engines: Unity, Unreal, Construct, GameMaker
Design: Adobe Creative Cloud and Maya
Communication: Trello, GitHub, Slack

Professional Experience

LEVEL ACCESS, Vienna, VA
Accessibility Analyst, October 2017-Present
- Manually test client applications for accessibility
- Test applications with latest accessibility technology
- Compose and deliver accessibility reports to clients

CENTER FOR APPLIED INFORMATICS, Highland Heights, KY
Mobile Application Developer, November 2013-May 2016
- Swiftly create engaging prototypes that exceed employer expectations
- Develop responsive games across Web, iOS, and Android
- Oversee and assist deployment of 18 mobile games on time
- Collaborate with co-workers to create exceptional software for clients

INCLUSIVE GAMES, Highland Heights, KY
NKU Business Inkubator, Summer 2015,
- Founder of business to develop accessible games for everyone
- Create inclusive user experiences in games
- Deploy cross-platform games on PC, Web, Mobile, and Console

Education

Northern Kentucky University, Highland Heights, Kentucky
Bachelor of Science, (Media Informatics), 2016
Minor in Computer Information Technology
- Recipient of Excelsior Award

- Recipient of AbleGamers Fellowship Award

Volunteer opportunities

AbleGamers Charity Fellow
    May 2016-Present
- Present game accessibility presentations nationwide
- Write articles containing new insights into game accessibility

SIGGRAPH Student Volunteer
    August 2015 & July 2016, Los Angeles Area, California
- Communicate with staff to run technology booths
- Assist with demonstration of virtual reality technology