

AJ RYAN

ACCESSIBILITY ANALYST

Platform ■ Mobile ■ Web

■ Technical Skills

Languages:	C#, Java, PHP, Ruby, CSS3, JavaScript, SQL, BASH, HTML5
Game Engines:	Unity, Unreal Engine 4, Construct 2
O/S:	Windows, UNIX, Mac
Design:	Adobe Creative Cloud, Maya
Communication:	Trello, GitHub, Slack

■ Experience

Accessibility Analyst, Level Access

October 2017-March 2018 Vienna, VA

- Manually test client applications for accessibility
- Test applications with the latest accessibility technology
- Compose and deliver accessibility reports to clients

Mobile Application Developer, Center for Applied Informatics

November 2013-May 2016 Highland Heights, KY

- 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

NKU Business Inkubator, Inclusive Games

Summer 2015, Highland Heights, KY

- 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, KY

August 2012-May 2016

B.A. in Media Informatics

Minor in Computer Information Technology

- Recipient of Excelsior Award
- Recipient of AbleGamers Fellowship Award

■ Volunteer

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 the demonstration of virtual reality technology