**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