

RYAN BIRNIE

GAME DEVELOPER

PROFILE

- Highly detail-oriented game developer with four years of experience in game development from various passion and team-based school projects. Focused on building a well-rounded skill set geared towards being a flexible self-starting member of your team.
- Seeking a junior game developer position where I can utilize my creativity, and never-ending willingness to learn in order to create the best experience possible for your organizations customers.

PROFESSIONAL EXPERIENCE

YOUVILLE PROPERTY MANAGEMENT – WEB DEVELOPER

Montreal, QC / October 2020 – November 2022

- Created the CRM website and main webpage for Youville's clients. Majority of the work was front-end utilizing JavaScript, HTML, and CSS
- Provided fast and courteous customer service to Youville's clients assisting with any issues related to their CRM dashboard.

ADVENT HEALTH - SURGICAL ROBOTIC TRAINING PROJECT

Celebration, FL / August 2019 – April 2020

- Utilized computer vision using Open-CV, TensorFlow, and Python to assess surgical robotic skills of surgeon trainees using a da Vinci Surgical System.
- Worked with teams consisting of Mechanical and Electrical Engineers to incorporate sensors on the Fundamentals of Robotic Surgery Dome.

PERSONAL PROJECTS

UNREAL ENGINE – 3RD PERSON SHOOTER ADDONS FOR ADVANCED LOCOMOTION SYSTEM V4

- Integrated many additions to the ALSV4 system including:
 - Data table based weapon system, and item equipping with new animations made in Blender.
 - Designed and developed advanced bullet penetration system.
 - Health system that tracks limb stats and lists injuries per limb.
 - Various UI additions for main HUD, health, stats, inventory, and Item pickup and selection with object outlining. As well as graphic art asset design in GIMP and Inkscape.

RYZEN GUITARS

- Achieved a life-long goal of starting my hobby business creating electric guitars, while gaining proficiency in CAD/CAM, CNC, and designing 3d-printed parts and tools using Fusion360.

AUDIO PRODUCTION

- 16 years' experience in audio production, with excellent knowledge of audio production techniques, tools, and VST effects.

CONTACT

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KEY SKILLS

- C# - 3 Years
- C++ - 2 Years
- JavaScript – 2 Years
- Java – 6 Months
- Python – 6 Months
- Unreal Engine – 4 Years
- Unity – 3 Years
- Blender – 4 Years
- Maya – 1 Year
- Android Studio – 1 Year
- Fusion360 – 4 Years
- Git – 2 Years

EDUCATION

Florida Polytechnic University

Lakeland, FL

B.S. Computer Science - Game Development and Simulation

(Graduated May 2020)

Relevant Coursework

- Algorithm Design & Analysis
- Data Structures
- Mobile Device Applications
- Game Design 1 & 2
- Computer Graphics
- Software Engineering
- Human Computer Interaction
- Artificial Intelligence
- Unix
- Database

Awards and Honors

- Presidents List (FA 2016, SP 2017)
- Dean's List (FA 2017, SP 2018)