

Ryan Silvera

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Objective

Computer Game Development and Design student seeking to work for an ambitious company

Education

Bachelor of Science in Game Development and Design

May 11, 2013

Bachelor of Science in Computer Science

Anticipated May 2015

Southern Polytechnic State University, Marietta, GA

Experience

Game Stop

Conyers, GA

Salesman/ Cashier

May 2011 - Current

- In-depth interaction with customers to knowledgeably assist with purchases
- Constantly working with others to ensure customer satisfaction and store upkeep at multiple store locations
- Meeting and exceeding corporate placed operation quotas

Volunteer, Global Game Jam 2011- 2013

Marietta, GA

- Work with fellow volunteers and coordinators to ensure that participants are educated on the event setup and schedule
- Monitor and maintain utilized networks and provide security for catering and equipment

Projects

Penguin Slap - Released: May 12, 2011 on Windows Phone 7

- Designed, developed, updated, and maintain an app with a small development team
- Designed game user interface, created all the art utilized, organized update requirements and deadlines
- Created mechanical and artistic revisions to meet Microsoft's publishing criteria and users' requests
- Participated in the "Student Showcase" at SEIGE Developer's Conference 2011

Arithmetects – Educational Game (PC & Ipad)

- Lead designer, artist, and developed in conjunction with MCAA and Brumby Elementary
- Second place at The Meaningful Play Conference 2012 at MSU in the "Student Projects" category
- Presented on multiple occasions to industry professionals

Absolute Power – Board Game

- Developing, designing, and making revisions both mechanically and artistically for at least 3 years
- Solo project while utilizing outside criticism and idea to increase quality

A Small Journey – Mobile Game (WP7, Android & Iphone)

- Lead designer and writer developing as part of a three person group
- Presented at Global Game Jam 2012 to participants and industry professionals

Skills

Technical

- Troubleshooting, testing, equipment maintenance, system design & integration

Computer

- Office Tools: MS Word, Excel, Power Point
- Programming Languages: C++, C #, Java, Javascript, LUA, HTML, Unreal Scripting Language
- Game Developing Tools: Unity, UDK/Unreal, Corona SDK
- Visual Editors: Photoshop, GIMP, After Effects, 3DS Max, Maya, Blender