

Ryan Silvera

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Objective

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

Education

Southern Polytechnic State University, Marietta, GA

Bachelor of Science in Game Development and Design, GPA: 3.04

May 11, 2013

Bachelor of Science in Computer Science

Anticipated May 2015

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

Global Game Jam 2011- 2013, Volunteer

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