RYAN VAN DYK

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📍 North Narrabeen, NSW, 2101

EDUCATION

University Of Sydney
Bachelor of Design Computing
2019 - 2022

Manly Selective Campus
2012 - 2018

SKILLS

Working with and building teams

3D Modelling, rigging, animation

Information visualisation

3D Look Development

Project Management

Frontend webdev

User Research

Programming

Shaders

UI/UX

SOFTWARE

Adobe Suite **|** Ps Pr Ae Ai Id Xd

Maya, Fusion, Blender, 3Ds Max

Unity, Unreal Engine

Figma, Figjam

Office Suite

Git

PROFILE

Graduated University of Sydney Bachelor of Design Computing, 2022. Developed skills in; Object oriented programming across a variety of languages (JS, Java, Python and more), Unity, Unreal Engine, UI, UX, front-end web dev, graphic design, film, photo, media creation and editing. I have a keen interest in VR, XR and ways to incorporate digital innovation into real-world experiences.

I have professional 3D generalist experience, tutor XR at USYD, am a lead mentor at TinkerTank, a STEAM makerspace for school age students, and coached two FIRST robotics teams. I have experience developing VR applications for Quest 2 and Google Cardboard.

I initially started building my skills in programming, and 3D digital development as a hobby in high school. Since then I have received a national FIRST Lego League innovation award and won the NSW award for the best Senior Student Project at the iAwards in 2019, hosted by the Australian Information Industry Association (AIIA). Both projects incorporated VR into learning, see them on my website.

University projects and case studies included: UX, VR, Interaction Design, Human Centered Design, Animation, Webdev, Digital Media Production, OOP, Systems programming (in C), Models of Computation.

EXPERIENCE

- 2022 – Current: AR/VR + Information Visualisation + Programming tutor at the University of Sydney
- 2023 – 2024: Web Officer for UNSW Outdoors Club
- 2022 – Current: Freelance developer and 3D generalist
- 2022: 3D Art + Animation for GPJ (subcontracter)
- 2019 – Current: Robotics lead, coach and mentor at TinkerTank
- 2016 - 2019: First Lego League Robotics coach
- 2016 – 2022: Basketball coach

EXTRAS

Availability
Full Time

Certifications
- Bachelor of Design Computing, University of Sydney 2019-2021
- Level 1 basketball coach
- RSA + RCG

Hobbies and Interests
Basketball, VR, mountain biking, canyoning, virtual production, 3DCG, robotics, design, technology, animation, games, climbing.