
Ryan Degen

Game Dev Student

Oromocto, NB

(613) 401-9998

ryandegen.dev@gmail.com

<https://ryand-developer.github.io/Portfolio/index.html>

Profile

A passionate Video Game Design student with a keen interest in playing and experience porting games to other platforms. Eager to take on challenges beyond the classroom, with excellent debugging skills and prior involvement in collaborating within teams to make games and make the team more effective and efficient. I highly value constructive feedback and remain open to all suggestions for growth and improvement in this role.

SKILLS

- Proficient in Microsoft Office and Visual Studio IDE
- Unity development with C#, and Unreal development with blueprints
- Proficient in Lua, Javascript, HTML, CSS, and C++
- Working in a team
- Communication skills
- Time Management
- Open to feedback

EDUCATION

Eastern College, Moncton NB - *Video Game Design & Development*

10 2022 - 07 2024

Courses include Math & Physics, Video Game Design, Rapid Game Dev, Fundamentals and Advanced Graphics Programming, Game Engines 2D, Game Engines 3D.

PCDI, Hamilton ON - *High School Diploma*

09 2022 - 06 2022

GPA - 3.70

Courses include Algebra, Physics, English, Earth Science, World History, Geometry and Physical Science.

WORK HISTORY

Intern / Game Developer - *Reframe Games*

10 2022 - 07 2024

- Used Unity Services specifically Relay to create online multiplayer
- Created player movement and fighting / firing
- Worked on UI and creating functionality for menus
- Worked on designing levels