

Ryan Degen

Game Developer

(613) 401-9998

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SKILLS

Proficient in Unity, C#, Unreal Engine, Blueprints, C++, and Lua for game development, and experienced with version control via GitHub. My core strengths lie in scripting with Unreal's Blueprints, and C# in Unity, complemented by exceptional collaborative abilities developed through working on large-scale projects with multiple developers. I possess a proven track record of navigating version control seamlessly within team environments.

EXPERIENCE

Reframe Games, Remote - *Game Developer (Summer Contract)*

July 2024 - August 2024

- Created and prototyped different concepts for games
- Worked on porting desktop games to mobile, and console.
- Worked specifically on player abilities, and movement.

Reframe Games, Remote - *Intern*

March 2024- July 2024

- Created demos for many different games
- I worked with many others at the same time using Version Control.
- Made online multiplayer functionality, with a joining code system.
- Designed levels for a 2D Pixel platformer

EDUCATION

Eastern College, Remote- *Video Game Development*

October 2022 - July 2024

Graduated from Eastern College with distinction, for getting a 95%, learned Math and Physics for game development here, along with making my own engine in C++, using Unreal and Unity, and making my own website.

James Madison High School, Remote- *High School Diploma*

September 2021 - July 2022

Graduated from James Madison High with honors, got a 3.70 GPA, most relevant courses here were Math and Physics.