
Ryan Degen

Game Dev Student

Springhill, NS

(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 mobile. 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#
- Proficient with using ChatGPT
- Experience working in large teams
- Communication skills
- Time Management
- Open to feedback

EDUCATION

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

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, this is where I was taught Unity 2D and 3D, and how to efficiently use and implement ChatGPT into my workflow.

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*

2024 - 08 2024

- Used Unity to make 2D games for mobile
- Used Relay and Mirror networking to create online functionality
- Created player movement and combat
- Making the scripts for our menus and the spring algorithm/script for game feel