

RYAN DAVIDSON

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GAMEPLAY PROGRAMMER

www.linkedin.com/in/ryan-davidson-dev/

DENVER, CO (SEEKING RELOCATION)

<https://github.com/ryandavidsondev>

Fall 2022 Graduate with a passion for programming and problem solving. Looking to use my excellent communication skills and technical expertise to develop impactful interactive narrative experiences.

TOOLS AND SKILLS

Languages:

Java, C#, C++, C, Python,
JavaScript, PowerShell, Bash

Programming Principles:

OOP, Data Structures,
Algorithms, Multithreading,
Operating Systems

Applications and Software:

Git, G-Suite, MS Office,
OpenGL, Sourcetree, Trello,
JIRA, Unity, and Unreal

Soft Skills:

Communication, Storytelling,
Planning, Public Speaking

WORK EXPERIENCE

AV/IT Support Technician

Sturm College of Law
Aug 2022 - Present

Website and Admin intern

Nonprofit Learning Lab
July 2021 - Sep 2021

PC Support Technician

Vail Resorts
June 2018 - Sep 2019

EDUCATION

University Of Denver

B.S. Computer Science
Minors in Mathematics
and Political Science

EXTRA XP & INTERESTS

- Favorite Games Include Crypt of the Necrodancer, Hollow Knight, Outer Wilds, and more
- Acting, Poetry, and Performance
- Dungeons and Dragons

PROGRAMMING

- **4 years experience in Java, 1 Year XP in C#, C++, and Python.** Developing multi-month prototypes and projects in Unity and Unreal Engine
 - **Developed AI state machines and decision trees** to control enemy behavior
 - **Iterated and analyzed code** to optimize scalability and performance .
 - **Purpose built responsive UI**, audio, and other software tools for ease of use by team members, **scalability**, and flexibility to improve future design
- Studied **Mathematics** in **linear algebra**, trigonometry, cryptography. implemented these concepts with numerous and frameworks, including **C#, C++, and OpenGL**
- Regressed over code to **assess design, resolve bugs, improve performance, and document condition**, all while providing maintenance and **Improving monitorability**
- Reviewed code and **delivered feedback** to establish and execute **feature specifications**

IMPLEMENTATION AND TROUBLESHOOTING

- Experienced with **source control tools** such as Git, Github, Gitlab, and Sourcetree
- Utilized organizational tools such as **Trello and HacknPlan** to keep track of current and future tasks and features in agile development, all in relation to planned milestones
- **2 years' experience as technical support:** resolve issues with AV equipment, computers, and networks, triaged incoming requests based on urgency, status, and strengths of fellow support team members. Identified **viable workarounds** when necessary
- **Implemented features** and coordinated teammates on tight deadlines for game jams

LEADERSHIP AND COMMUNICATION

- Led developers and coordinated with game designers to **manage features and planning** on a short deadline of 48 hours for game jams
- **Coordinated implementation of features and delegation of tasks** to manage within deadlines set by lead producer for Star Charger
- Provided technical support, **clear communication**, and **thorough documentation** for clients and team members on status of current issues and upcoming projects

HIGHLIGHTED PERSONAL VIDEO GAME PROJECTS

Lead Programmer | [LampLighter](#) | Unity | C# | Team of 6 - Game Jam

Exploration and time management survival game. Organized 2 other programmers, and coordinated 3 artists in planning, integration, and delivery of features. 48 hour Game Jam, currently released, continuing solo development for 1 month afterwards for further polish

Systems and UI Programmer | [Star Charger](#) | Unity | C# | Team of 4

Bullet hell space shooter. Developed game systems with Parameterized variables and intuitive UI design. Also took an active role in coordinating delegation of tasks and organization of milestones in the game development pipeline. 9 months

Programmer | [Ultimate You Laugh You Lose](#) | Unreal | C++ | team of 5

Minigame centric local multiplayer party game where players collect items to sabotage other players by making them laugh. Programmed item behavior and Game Mode structure for minigames. 48 hours, Submission to Global Game Jam 2024