

# RYAN DAVIDSON

JUNIOR GAMEPLAY PROGRAMMER  
DENVER, CO (SEEKING RELOCATION)

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<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,

### 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, Presentation

## 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 Destiny, 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 jam project
- **Coordinated implementation of features and delegation of tasks** to manage within deadlines set by lead producer for ReCapstone
- 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 with 3 artists in planning, integration, and delivery of features. 48 hours for Jam, currently released, continuing solo development for 1 month afterwards for further polish

### Systems and UI Programmer | Galactic Grand Prix | 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. 6 months (ongoing)

### Programmer | Bitwise Key | Unreal | C++ | Solo

Mashup of the Roguelike and Metroidvania Genres tying player progression to acquisition of randomized abilities. Used decision trees for AI behavior, as well as game states and game modes for level progression. 4 months (ongoing)