

Ryan Hodges

ryanhodges47@gmail.com | 613-410-7821 | [LinkedIn](#) | [Github](#) | Ottawa, ON | he/they

Summary

Full-stack development programmer with six years of experience in game and web programming, looking to expand my skills in a position related to these pursuits.

Skills *(Years of experience listed after each item.)*

Languages: C# 6 | Node.js 2 | Bootstrap 2 | Javascript 3 | HTML 5 | CSS 4

Frameworks: Unity 4 | Unreal 2 | React 1

Databases: MongoDB 1 | Firebase 1 | PostgreSQL 2

Other: Git 3 | Agile 3 | Azure 3 | Calculus 2 | Linear Algebra 2 | Trigonometry 2 | Statistics 2

Education

Diploma in Concept Art Foundations, Graduation: 04/2019

Algonquin College, Ottawa, Ontario

- GPA: 3.6 / 4.00
- Rapid Prototype Design in Adobe Illustrator and Photoshop

Advanced Diploma in Game Development, Graduation: 04/2018

Algonquin College, Ottawa, Ontario

- GPA: 3.6 / 4.00
- OpenGL and Adobe Photoshop Peer Tutor
- Section President

Experience

Nostalgiami - Ottawa, Ontario | Freelance Programmer

- A personal freelance business, which involved a number of game development and web development projects (some listed below).
- Development of skills in C# and ASP.Net, as well as HTML, Node.JS, Express (to create a blogging website) and MySQL (both for the blogging page as well as a number of Leetcode course problems).
- Commercial projects have included work with CSS and SCSS, Bootstrap, C#, C++, Lua, and a number of game specific sub-systems, such as with physics, AI, networking and shaders, as well as 3D math topics such as trigonometry, linear algebra and calculus.

[Shaun Gour Photography](#) | Commercial

- A webpage for a highly frequented Ottawa photographer, designed and programmed as a solo developer.
- Bootstrap and CSS were used to style the presentation of the website, including a drop-down navigation system, the Bootstrap navigation bar (a custom CSS nav-bar was also developed), and a carousel system for presenting Shaun's photography to the website visitor.
- Javascript and JQuery were also incorporated into the website, allowing the user to view different photos on the page based on the subcategory they selected (choosing from landscapes, portraits and couples' photos).
- A contact form was also created, using a back-end service provided by Form Direct for sending customer emails and messages to Shaun.

[Crown Commerce](#) | Academic

- Implemented React and Typescript to create an E-Commerce page for clothing, which included using React Router DOM and the React component system to create individual pages for men's clothing, women's and children's.
- All merchandise for the web page was stored on a Google Firebase server, and programming was implemented to get that information onto the webpage. Google sign-in using Firestore was also implemented in this time.
- The project was tested through Enzyme and Jest.

[Laser Wars](#) | Commercial

- Implemented using Lua for the Roblox game engine, a game currently under development
- Created menu systems, first person camera controls, laser sight targeting and inventory systems
- Developed the interactions between the server and clients using remote events (RPC's) and bindable events, allowing game players to vote on their favourite map and game mode.

Awards & Certifications

2022 | Linked In Unity Certification

2022 | Linked In C++ Certification

2022 | Linked In C# Certification

References

Sean DeVries – Project Manager (Nostalgiami) – 613 – 709 - 5765

Joshua Larabie – Programming Manager (Macho Realms) – 613 – 400 – 0465

Gabrielle Charlebois – Office Manager (Canadian Port Authorities) – 613 – 298 – 8533