



# Ryan Langford


B.S. Candidate: Human Computer Interaction

Highly motivated, spirited, and self-sufficient multitasker with a passion and skill for fantasy game development and UX Design. Experienced in collaborative team game development and interface design.

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## EDUCATION

### Bachelor of Science: Human Computer Interaction (Expected 06/2023)

University of Washington, Seattle

09/2019 - Present

#### Courses

- Computer Programming I/II
- Intellectual Foundations of Informatics
- Foundational Skills for Data Science
- Research Methods
- Databases and Data Modeling
- Client-Side Development

## WORK EXPERIENCE & PROJECTS

### Web Design Project

University of Washington

09/2021 - 12/2021

#### Achievements/Tasks

- Designed, planned, and built a fully operational web app with a team of 4 using Javascript, CSS, and HTML, collaborating on GitHub
- Experienced importing libraries and using external APIs to develop the complex web app functionality

### Video Game Project

University of Washington

07/2019 - 09/2019

#### Achievements/Tasks

- Designed, planned, created, and presented a complete video game in less than 2 months
- Collaborated with 3 other game designers to create a zombie survival game in Unity using C# and importing packages within the Unity library

### Supervisor

Pump It Up

06/2016 - 08/2019

#### Achievements/Tasks

- Managed 7-10 employees, led facility operations seamlessly, and handled customer data entry/organization
- Simultaneously managed a multitude of tasks in a fast-paced energetic environment

## SKILLS

Java C# CSS Javascript

HTML Coding and Data Analysis

Statistical Analysis R Programming

Leadership Priority Management

Conflict Resolution

## CLUBS & EXTRACURRICULAR

University of Washington, WGA Magic: The Gathering Member (01/2020 - Present)

*Play/discuss MTG and make new connections with others*

University of Washington, Informatics Undergraduate Association Member (01/2020 - Present)

*Share projects and research related to information and technology*

Kings High School, Tabletop Gaming Club, Co-Founder (01/2017 - 06/2019)

*Planned 3-4 events per quarter and managed club funding and resources. Club Focus: decompress and make new friends by playing D&D, MTG, and more*

Kings High School, National Honors Society, Executive Board Member (09/2018 - 06/2019)

*Planned and coordinated 3-4 school events per quarter including socials, dances, and other activities*

## INTERESTS

Video Games Tabletop Games

Sports Music Storytelling

Running UI/UX Coding

Statistical Analysis and Optimization