

Ryan Reiss

Unity Engineer

Contact

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Skills

Unity Expertise

C# Programming

Networking and multiplayer

Desktop development

Mobile development

VR development

Console development

Shader programming

Project Management

Bug-fixing and QA

A seasoned Lead Unity Engineer with a proven track record at Tweaking Cat Studios, I excel in Unity Expertise and team leadership. Successfully led the Steam release of a multiplayer game, showcasing my C# programming and project management skills. My work emphasizes innovative solutions and effective team collaboration, driving projects to completion with exceptional results.

Work History

2023-03 -

Current

Lead Unity Engineer

Tweaking Cat Studios, Remote

- Developed thorough multiplayer + matchmaking solution using 'Unity's Netcode for GameObjects'
- Utilized Unity's Scriptable Object system to create dynamic characters, shop items, and ability configurations to allow for balance changes to be conducted by design team.
- Integrated numerous gameplay features from the design team, art/animation assets from the art team, and music/SFX from the audio team.
- Refined existing elements to provide polish up to the standards of team leads.
- Managed daily team standup's and weekly sprint plannings.
- Achieved successful Steam release in Feb, 2025 by maintaining accurate sprints on JIRA and meeting strict deadlines.

2020-03 -

Current

Solo Developer of 'Save Da Frogs'

Self-Employed, Vancouver, BC

- Conceptualized, Designed, and Implemented initial idea phase.
- Developed ragdoll system for non-humanoid frog creatures controlled by players. System allows swapping between animation controlled skeletons vs ragdoll skeletons depending on gameplay.
- Developed multiplayer solution using Photon (PUN 2) to allow for up to 8 players to play on the same stage at a time.
- Created and integrated 3d models, music, SFX, shaders, and UI.

- Designed and built 8 levels with differing gameplay elements.
- Handled creation of Steam store page and integration of Steam API into the game.

2019-10 -
2020-03

Project Team Lead

UBC Game Dev Club, Vancouver, BC

- Managed team of 9 individual UBC students to formulate, design, and build game from scratch
- Developed and followed baseline project plan and milestones for task completion.
- Planned, executed, and controlled assigned projects among team members.
- Met with club executives weekly to provide detailed project report and milestone updates.
- Set up and managed team meetings.
- Provided programming and design teams with coaching and direction in both coding standards and artistic standards.

Education

2017-09 -
2021-04

Bachelor of Science: Combined Major in Sciences

University Of British Columbia - Vancouver, BC

Currently working towards a combined major in sciences with a focus on computer science, math, chemistry, and neuropsychology.

Important classes taken:

- CPSC 317 - Internet Computing
- CPSC 221 - Basic Algorithms and Data Structures
- CPSC 213 - Introduction to Computer Systems
- CHEM 123 - Organic Chemistry, Kinetics, and Thermodynamics

Interests

Playing and studying Video Games from multitude of genres

Cooking and Baking!

Media creation using AI (Art, Music, Videos)

Listening to/creating music