

Ryan Landry's Portfolio

Hi, I'm Ryan Landry, a video game developer with demonstrated expertise in the Unity game engine, specifically C#. This portfolio consists of examples of games and assets I have released.

My portfolio consists of full game examples, screenshots of levels I have designed, code samples from released games, and assets I have created for my games. While my focus is on the coding and development side, I also have extensive experience in unity level design and Pixel art, which allows me to be an asset in all aspects of a design team. My work demonstrates a commitment to producing high quality games and assets and I am eager to bring my passion for game development to your team.

Personas

- 1.Game Development hiring managers
- 2.Players of my released games
- 3.Independent Game Designers

Comp

- 1.Hideo Kojima
- 2.Toby Fox
3. Jens Bergensten

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Code Samples
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code script
name



Full code
sample
is
on screen



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Screenshot From
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Game

Screenshot From
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About Me

I am Ryan Landry, a game developer from Pittsburgh, PA. My portfolio consists of full game examples, screenshots of levels I have designed, code samples from released games, and assets I have created for my games. While my focus is on the coding and development side, I also have extensive experience in unity level design and Pixel art, which allows me to be an asset in all aspects of a design team. My work demonstrates a commitment to producing high quality games and assets and I am eager to bring my passion for game development to your team.



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Code Samples

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Name Of Script
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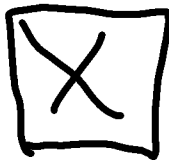
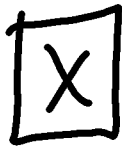
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DESKTOP

Elevator
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Pictures
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