RYAN HARDESTY LEWIS

Austin, TX 78712

rhl@utexas.edu | linkedin.com/in/ryanhardestylewis | ryanhardestylewis.com

EDUCATION

The University of Texas at Austin, Austin, TX   May 2025
Bachelor of Science in Undergraduate Studies
    Cumulative GPA: 4.0

Relevant Coursework: Multivariable Calculus, Linear Algebra, Modern Geometry, Probability and Statistics, Software Design, Game Development, Mobile Computing

WORK EXPERIENCE

Good Systems, Austin, TX   May 2022 - Present
Assistant Researcher
- Developed and integrated machine-learning algorithms to predict future development of Austin
- Implemented gaussian smoke dispersion models for real-time fire tracking map

iD Tech, Remote   April 2022 - Present
Private Instructor
- Prepared and taught curriculum on programming and mathematics to kids 10-17 years old

PROJECTS

Otaku Puzzle (Solo)   July 2021 - August 2021
Developer: A 3D top-down multiplayer and solo puzzle game.
- Created a web scraper, Auto-Update app in VS, published Standalone, to Steam and Google Play
- Implemented WebSocket multiplayer and collision-pairing of pieces using Unity and C#
- Worked with multiple libraries for YouTube support, Steam Achievements, and Google Play Games
- Produced custom Blender models, Photoshop UI, animations, and most assets

Various Websites (Solo & Team)   June 2019 - Present
Developer: Websites for most of my games, people, and more.
- Produced ultra-optimized websites using CDNs, scoring 100 on Google Lighthouse
- Limited host bandwidth to <10kb per website load, backended SQL, PHP, and Heroku

Various 2D Games (Solo & Team)   June 2020 - Present
Developer: Good Guy Knight, Princess & Protector, Time Trodden, etc.
- Made using GameMaker (GML), Javascript, Node.JS, Phaser 3, Socket.IO, & HTML
- Integrated scaling systems, such as procedural difficulty, leveling, and in-game shops

Central Documentation (Team)   April 2022
Developer: A decentralized documentation app for Android.
- Interfaced with Github API to create peer-editable and accessible code documentation
- Fully developed within Android Studio, using XML and Kotlin, published to Google Play

ACTIVITIES & LEADERSHIP

Electronic Game Developers Society, Austin, TX   January 2022 - Present
Unity Workshops Officer
- Taught bi-monthly seminars on using Unity and C# for game development

Student World Affairs Council, Houston, TX   August 2016 - February 2021
Student Ambassador
- Listened to, questioned, and took notes on monthly internationally-renowned speakers

SKILLS

Programming Languages: C#, Python, Java, HTML, CSS, Javascript, SQL, GML, Kotlin, XML, Bash
Tools: Unity, Photoshop, Blender, Visual Studio, GameMaker Studio 2, Android Studio, Docker, Heroku, Linux, Git
Languages: English, Spanish

AWARDS

Eagle Scout, Dean's List, Magna Cum Laude, National Merit Scholar, AP Scholar with Distinction