

# RYAN HARDESTY LEWIS

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## EDUCATION

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

May 2025

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

## PROJECTS

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### Otaku Puzzle (Solo)

July 2021 - August 2021

*Developer: A 3D top-down multiplayer and solo puzzle game.*

- Implemented WebSocket multiplayer and collision-pairing of pieces using Unity and C#
- Supported user and web input of various images/videos/gifs to impose on puzzle
- Produced custom Blender models, Photoshop UI, and most assets by myself
- Created a web scraper, custom-wrote an Auto-Update app in VS, published to Steam

### Hallowed Island (Solo)

October 2021

*Developer: A 3D first person shooter Halloween game.*

- Planned and programmed gigantic dungeon, enemies, and bosses using Unity
- Began and finished in under a week, as a self-challenge for Halloween

### 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

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**Student World Affairs Council**, Houston, TX

August 2016 - February 2021

*Student Ambassador*

- Listened to, questioned, and took notes on monthly internationally-renowned speakers

**iD Tech**, Remote

April 2022 - Present

*Private Instructor*

- Prepared and taught curriculum on programming and mathematics to kids 10-17 years old

## SKILLS

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**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

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