RYAN HARDESTY LEWIS

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EDUCATION

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

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

PROJECTS

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 and custom-wrote an Auto-Update application in VS

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

Texas Bay (Team)   February 2022
Developer: A demo local shopping app for Android.
- Made a user-friendly and scalable layout using RecyclerViews
- Fully developed within Android Studio, using XML and Kotlin

ACTIVITIES & LEADERSHIP

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