Ryan Bieker

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Languages: C++ | C# | C | Java | Python | JavaScript | TypeScript | HTML | CSS

Tools: Visual Studio | Visual Studio Code | Unreal Engine 5 | Blender | Git | GitHub | Azure DevOps

EDUCATION

Texas State University | College of Science and Engineering — San Marcos, TX

Bachelor of Science Computer Science, Minor in Applied Mathematics — Expected Graduation May 2025

Organizations: Game Developers Society, Google Developer Student Club, Fencing Club – Sabre Team Captain.

Honors: Dean's List Spring 2024.

PROJECT EXPERIENCE

Bleak Contact | Gameplay Programmer | Game Designer | 3D Animator | QA Tester | Writer

- Developed a game in Unreal Engine 5 using Visual Blueprints and C++ for gameplay programming with version control in Git through Azure DevOps.
- Game design, level design, and animation work through Unreal Engine 5 and Blender.
- Released the game resulting in over 17,000+ impressions and reached the New and Popular tag for itch.io.
- User testing with 15+ individuals for fast paced automation, functional, qualitative, and performance QA.

War Card Game | Gameplay Programmer | Game Designer

- Developed a game in Java against an AI based on the card game War.
- Designed game mechanics through object-oriented gameplay programming leading to over 3 million possible player configurations.
- Utilized software engineering principles using the agile methodologies and code reviews in a team environment with version control in Git and documentation in Javadoc.

Wordle | Gameplay Programmer | Game Designer

- Developed a game in C# with a dictionary implementing over 1,000 stored words to guess with colored feedback.
- Implemented game mechanics, scripting, and game design through rapid prototyping and agile methodologies.
- Version control in Git over multiple iterations with in depth testing and debugging on Windows Forms.

WORK EXPERIENCE

Scala | Software Engineer — January 2024 – Present

- Developed websites in JavaScript, HTML, and CSS for clients' websites while collaborating with teams of UX/UI designers in Figma, Adobe Illustrator, and Miro.
- Refactored JavaScript for optimization resulting in a 25% improvement to site loading time and responsiveness.
- Early hire on to the startup team.

Curacao | Website Optimization Intern — May 2021 – August 2021

- Studied user testing data of JavaScript to optimize site responsiveness across multiple mobile and desktop platforms and browsers.
- Implemented customer usability enhancements which increased website conversion from 3% to 5.2%.
- Reviewed web page SEO with metadata for Google Analytics.

Certifications

Certifications: TestDome C++ Silver | TestDome Data Structures and Algorithms Silver | TestDome HTML/CSS Gold | TestDome OOP and Design Patterns Silver | TestDome Graphic Design Silver | TestDome Cybersecurity Silver | Alkek One Blender 3D Micro-Credential