

# RYAN BIEKER

SOFTWARE ENGINEER

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## SUMMARY

I'm a Software Engineer building applications and developing games in Unreal Engine. Passionate in gameplay programming and game design. I also work in web development as well. Away from the keyboard I compete in fencing and Esports tournaments, participate in Game Jams, work in 3D Modeling, and study Japanese.

## EDUCATION

### Texas State University

2022 - 2025

Bachelor's Degree in Computer Science  
Minor in Applied Mathematics

Game Developer Society  
Google Developer Student Club  
Fencing Club - Saber Team Captain

## LANGUAGES

C++  
C#  
C  
Java  
Python  
JavaScript  
TypeScript  
HTML  
CSS

## SOFTWARE AND TOOLS

Visual Studio  
Visual Studio Code  
Unreal Engine 5  
Blender  
Git  
GitHub  
Azure DevOps

## SOFT SKILLS

Self-Motivated  
Strong Work Ethic  
Problem Solving  
Interpersonal Communication  
Attention to Detail

## PROFESSIONAL EXPERIENCE

### Software Engineer

Scala | 2024 - 2025

- Developed websites in JavaScript, HTML, and CSS for clients' websites while communicating with a team of 3 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 of 4 built on creativity and problem solving.

## PROJECT EXPERIENCE

### Gameplay Programmer | Game Designer | QA Tester

Bleak Contact | 2024

- Developed an interactive story using Unreal Engine 5 and Blender with C++ and Blueprints with 3 releases.
- Released the game resulting in over 17,000+ impressions and reached the New and Popular tag for itch.io.
- Built 5 robust, maintainable, extensible systems with version control in Git through Azure DevOps.
- Game design documentation, world building, narrative design, and level design with whiteboxing for 3 levels.
- User testing with 15+ individuals for

### Gameplay Programmer | Game Designer | QA Tester

War Card Game | 2024

- Created a competitive 2 person game in Java against an AI based on War.
- Designed game mechanics through object-oriented programming with over 3 million possible card configurations.
- Utilized agile methodologies with version control in Git and documentation in 13 pages of Javadoc.
- Led code reviews in a team of 3 developers with weekly meetings with testing of player engagement.