

RYAN BIEKER

SOFTWARE ENGINEER

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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

SOFT SKILLS

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

EDUCATIONAL BACKGROUND

Bachelors of Science Computer Science
Minor in Applied Mathematics
Texas State University | 2025
Game Developers Society, Google Developer
Student Club, Fencing Club – Sabre Team Captain

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.

PROJECT EXPERIENCE

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

- 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 fast paced functional, qualitative, and performance QA.

War Card Game | Gameplay Programmer | Game Designer

- 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.

Wordle | Gameplay Programmer | Game Designer

- Implemented a word game in C# with over 1,000 stored words to guess with colored feedback.
- Designed game mechanics and game design for 3 systems through rapid prototyping and agile methodologies.
- Organization through version control in Git with in depth testing and debugging with 10 users in Windows Forms.

WORK EXPERIENCE

Scala | Software Engineer January 2024 – Present

- 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.

Curacao | Website Optimization Intern May 2021 – August 2021

- Studied user testing data of JavaScript to optimize site responsiveness across 15 mobile and desktop platforms and 4 browsers.
- Implemented customer usability enhancements which increased website conversion from 3% to 5.2%.
- Reviewed web page SEO with metadata for Google Analytics on over 200+ pages.