

# Ryan Bieker

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**Languages:** C++ | Java | JavaScript | TypeScript | HTML | CSS

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

## SUMMARY

I'm a Software Engineer building applications and developing games. Developing and testing web applications in Java using Springboot, Selenium, TypeScript, and JavaScript. Game development in C++ utilizing Unreal Engine 5, and Blender. Away from the keyboard I fence, participate in Game Jams, and study Japanese.

## WORK EXPERIENCE

### Charles Schwab | Software Engineer

June 2025 – Present

- Tested applications with automation engineering in Java using Selenium and Cucumber for 80% code coverage.
- Approved validation for select releases with 3 teams with 60+ developers.
- Developed in agile with version control and CI/CD through Jira, Git, Github, and Github Actions.

### Scala | Software Engineer

January 2024 – March 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.

### 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.

## PROJECT EXPERIENCE

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

- Developed an Unreal Engine 5 game with over 17,000+ impressions reaching 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

- Designed game mechanics in Java with object-oriented programming for over 3 million possible choices.
- Led code reviews in a team of 3 developers with weekly meetings with testing of player engagement.
- Utilized agile methodologies with version control in Git and documentation in 13 pages of Javadoc.

## 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.

## PERSONAL

**Soft Skills:** Self-Motivated, Strong Work Ethic, Problem Solving, Interpersonal Communication, Attention to Detail.

**Hobbies:** Sabre Fencing, Esports tournaments, Game Jams, 3D Modeling, Japanese.