

# 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 5. Passionate in gameplay programming and game design. I work in web development with JavaScript and testing in Java. Away from the keyboard I fence, participate in Game Jams, 3D model, and study Japanese.

### PROJECT EXPERIENCE

#### Y2K Infinite | Gameplay Programmer | Game Designer | Level Designer | QA Tester

- Developed a time attack game using Unreal Engine 5 in C++ and Blueprints with 2 releases.
- Created an interactive camera system with targeting mechanics.
- Designed 3 unique levels for player experience.

#### Bleak Contact | Gameplay Programmer | Game Designer | QA Tester

- Developed an interactive story game using Unreal Engine 5 in C++ and Blueprints with 3 releases.
- Released with 17,000+ impressions and reached the New and Popular tag for itch.io.
- Built 5 robust, maintainable, and extensible systems with version control in Git through Azure DevOps.
- User testing with 15+ individuals for fast paced functional, qualitative, and performance QA.

#### War Card Game | Gameplay Programmer | Game Designer

- Created a 2 person game in Java using Swing against an AI based on War.
- Designed game mechanics through object-oriented programming with over 3 million possible card configurations.
- Tested functionality with JUnit and reached 80% code coverage.

### WORK EXPERIENCE

#### Charles Schwab | Associate Software Development & Engineering

Austin, Texas | June 2025

- Incoming June 2025

#### Scala | Software Engineer

Remote | January 2024 – March 2025

- Developed websites in JavaScript, HTML, and CSS for client websites in 3+ industries.
- 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

Remote | May 2021 – August 2021

- Studied user testing data and JavaScript to optimize responsiveness across 15 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.