

Ryan McGurrian

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Personal Portfolio Website: ryanmcgurrian.com

OBJECTIVE

I am currently seeking co-op opportunities and summer employment in game programming.

EDUCATION

Currently attending Northern Secondary School.

- Graduating in June 2025

SKILLS AND EXPERIENCE

Technical Skills:

- Proficient in the following programming/coding languages: Java, C#, HTML, CSS.
- Two years of experience with Unity development (Both 2D and 3D).
- Proficient at using major operating systems like (Windows, and Mac).

Experience with:

- Website design
- Game development
- Designing itch pages
- Building Computers

PERSONAL PROJECTS

Web Developer

July 2023

“cardiovascularresearch.uoguelph.ca”

- Cardiovascular research website for the University Of Guelph

Sole Developer**July 2023****“A Wolf Hunted”**

- 3D Survival Game using Unity(C#)
- Made in a 2 day game jam(GMTK)

Web Developer**March 2023****“ryanmcgurrin.com”**

- Personal Portfolio made using vscode(HTML, CSS)

Sole Developer**Jan 30 2023- Feb 6 2023****“Tree Planting Sim”**

- 2D Simulator Game using Unity(C#)
- Made in a 7 day game jam
- Was the most popular (most viewed/played) game upon completion of the jam

Sole Developer**Oct 2022- Dec 2022****“A Wolf’s Vengeance”**

- 3D Platformer using Unity(C#)
- 61 Levels
- Utilizes GitHub

Sole Developer**Aug 2022****“Explorer 2” - Remake**

- 2D Point And Click Adventure using Processing (P5js)

Sole Developer**Oct 2021****“Pill Parkour”**

- 2.5D Platformer using Unity(C#)