Ryan McGurrin

ryanmcgurrin3@gmail.com

Personal Portfolio Website: ryanmcgurrin.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

PERSONAL PROJECTS

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#)