

Ryan McGurrin

ryanmcgurrinbusiness@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.
- Four years of experience with Unity development (Both 2D and 3D).
- Proficient at using major operating systems like (Windows, and Mac).
- Standard First Aid & CPR trained and certified.

Experience with:

- Website design
- Game development
- Designing itch pages
- Computer Building
- Computer Repair

PERSONAL PROJECTS

Sole Developer

June 2024

"Legend"

- 2D, Adventure, Adventure made using Java (no engine)
- Made in 2 weeks

Sole Developer**Feb 2024****“Doors From The Dark”**

- 3D, Horror, Adventure made using Unity(C#)
- Made in a 7 day game jam(Brackeys Game Jam 2024.1)

Web Developer And Technician**Sept 2023 - Jan 2024****“Signa Computers (Co-op)”**

- Website Work, Computer Building, and Computer Repair

Sole Developer**Nov 2023****“A Divers Dream”**

- 2D, Adventure, Bullet hell, made using Unity(C#)
- Made in a 7 day game jam(Pizza Jam)

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 - 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 P5.js (no engine)

Sole Developer**June 2024****“Explorer 1” - Remake**

- 2D Point And Click Adventure using Java (no engine)
- Made in 2 weeks

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

- 2.5D Platformer using Unity(C#)