RYAN HOLMES

Game Developer/Designer

📞 519 – 902 - 0012

✉ ryankaz94@gmail.com

University of Western Ontario – 3rd Year Software Engineer

LANGUAGES AND SKILLS

Languages

- Java
- C++
- C#

- JavaScript
- HTML/CSS

Skills

- Extensive Unity experience in 2D and 3D
- Graphic Design
- 3D Modelling
- Web design and development
- Animation

- Blackberry Application Development
- Using external libraries such as QT, Libgdx and Box2D
- IOS development
- Participation in multiple hackathons
- Tutoring/Babysitting

PROJECTS

Tuttle

This click and capture style game is scripted in Java using the external library lib gdx, and Box2D as the physics simulator.

Pokedex

This databasing, Blackberry app was made in Momentics IDE using C++ and QML. It parses data from .csv files, translates into 9 languages and does complex organization.

Spectral Defender

This classic arcade-style, space shooter game uses the Unity 2D game engine and scripts in C#. The graphics were made in Flash.

Floppy Bird 3D

A twist on the popular mobile game where you fly in first person and dodge oncoming obstacles. Scripted in Unity 3D using C# and models made in Blender.

2D Destructible Terrain

By storing an array of surface points and adjusting them according to explosion radius, I effectively constructed a way to have dynamic terrain in Unity 2D. (Useful for tank-type games)

3D Terrain Generator

For a recent Hackathon I used 2D integer arrays to devise a 3D terrain generator in Unity 3D.

Platform Co-op

This 3D, co-op platformer utilizes Unity 3D's asset "Photon Unity Networking" (PUN) to connect players on a single screen. Players must communicate to solve and complete levels. Models and animations were made in Blender.