Ryan Clark
Game Developer

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Professional Summary

Game Developer with 6 years creating engaging gaming experiences. Shipped 5 titles with 1M+ downloads. Expert in Unity, Unreal Engine, and gameplay programming.

Professional Experience

Senior Game Developer | GameStudio Pro
Los Angeles, CA | 2020 - Present
- Led development of mobile RPG with 500K+ players
- Implemented gameplay mechanics and AI systems
- Optimized performance for mobile devices
- Mentored junior developers

Game Developer | IndieDev Studios
Burbank, CA | 2018 - 2020
- Developed indie games using Unity
- Created shader effects and particle systems
- Implemented multiplayer networking

Education

Bachelor of Science in Game Development
USC | 2018 | GPA: 3.6/4.0

Technical Skills

Engines:	Unity, Unreal Engine, Godot, Custom Engines
Languages:	C#, C++, Lua, Python
Graphics:	Shaders, OpenGL, DirectX, Vulkan
Tools:	Blender, Photoshop, Perforce, JIRA

Languages

English (Native)

Certifications

• Unity Certified Developer