Kieran Ryan

Gameplay Programmer with 3+ years experience across Unreal, Unity, VR, and in-house engines.

Work Experience

2025 - Current | Coatsink: Gameplay Programmer

Men in Black: Most Wanted - Unity | Meta Quest 2/3

- Owned VR player locomotion, ensuring traversal is smooth and out of bounds movements were blocked.
- Integrated SFX/VFX timing events for interactions and gameplay sequences.
- Resolved localization issues and Implemented language selection UI and functionality

BattleKin - Meta Horizon | Horizon Worlds (Mobile)

- Implemented tutorial steps, including sequence logic, triggers, and user guidance flows.
- Built UI overlays and interactive dialogue boxes to communicate objectives and NPC dialogue to the player.

2022 - 2025 | Coatsink: Junior Game Programmer

Astronimo - In-House Engine | Steam PC

- Integrated Steam achievements, implementing the Steamworks API
- Built internal debugging and profiling tools; investigated and resolved memory leaks and networking bugs.
- Developed a regex-driven censorship tool for filtering offensive language and implemented it into our custom built text renderer.
- Implemented a custom Localization system for the engine.

Batman: Arkham Shadow - Unity | Meta Quest 3

- Implemented interactive cinematics using Unity Visual Scripting and Timeline, improving design workflows and tooling.
- Expanded the RPG Town narrative system, creating conversation triggers and designer-friendly interaction tools.
- Integrated and maintained Wwise music/audio events for gameplay and cinematics.

Contact Information

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- https://www.fiverr.com/s/Gz6aq1L

Languages

- **Core**: C++, C#, TypeScript, Lua
- **Supporting**: SQL, Regex, C, Visual Basic

Engines

- Unreal engine
- Unity
- Horizon Worlds
- In-House Engines

Skills

- Cinematics implementation
- UI systems
- VR development
- Tools & workflow improvements
- Localization & language systems
- Database management/creation

2025 - Current | Freelance Gameplay Programmer(via Fiverr)

- Delivered multiple Unity prototypes for clients, including physics-based gameplay, combat systems, and AI behavior.
- Built custom interactions such as climbing, stealth detection, and reaction-based events.
- Created unique gameplay features such as physics-driven train carts, Last of Us–style melee combat, and comedic AI reactions.
- Integrated multiple frameworks to work together for a client to use on their prototype.

Personal Projects

2025 - OUTTA SPACE Game Jam - Unreal Engine | PC

- Developed a custom 3D space-movement pawn controller and core gameplay systems.
- Implemented UI for tracking black hole expansion, danger levels, and player progress.
- Built a lightweight dialogue system and full menu suite (pause, settings, main menu).
- Worked in a team and lead the coordination and planning under tight time constraints

2022 - Alien Escape Game Jam - Unreal Engine | PC

- Built a custom pawn controller and responsive twin-stick shooting system.
- Developed AI enemies with pursuit and ranged attack behavior.
- Implemented game progression with power-cell objectives, pickups, and a boss encounter.
- Worked solo incorporating all the assets and different systems under tight time constraints

2022 - BurnoutFX - Mod for GTA5(FiveM)

- Built racing and time-trial systems with SQL-backed data tracking.
- Developed UI for drift metrics, stunt tracking, and player performance feedback.
- Implemented server–client data flow and a stunt-based reward system.

Technologies & Tools

- **Version Control**: Perforce, Git, TortoiseSVN
- **Audio**: Wwise, FMOD
- **SDKs**: Steamworks
- **Unity Tools**: Cinemachine, Unity XR, Timeline, Visual Scripting
- **IDEs**: Visual Studio, Rider, VS Code

Soft Skills

- Problem solving/debugging
- Cross-discipline collaboration
- Rapid learning & adaptability
- Feature ownership

Education

2018

Bachelor of Computer Science Honors

Bangor University

2014

BTEC Electronic/Electrical Engineering Level 3

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Hobbies

- Hiking and camping in my spare time.
- Gaming, current favorite is Marvel Rivals but enjoy a variety of genres.
- Developing and hosting custom game servers

References

Available upon request