

# RYAN CROWE

## Junior Game Programmer

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itch.io Game Portfolio: <https://m0j0man.itch.io/>

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Australia, NSW, Sydney



## SUMMARY

An enthusiastic and dedicated junior game programmer with a passion for game development and a nearly completed Bachelor of IT in Software Development. Frequently develop personal projects and participate in game jams. Interested in emergent and systemic gameplay and simulation as well as graphics programming that draw on my previous studies in art.

Long time gamer across many genres, with a passion for Action RPGs, RPGs, Tactical RPGs, Immersive Sims and Coop Multiplayer experiences.

Additional experience and training in 2D illustration and concept art for indie teams looking for a generalist.

## NOTABLE PROJECTS

### VULTUR (Capstone University Group Game Project)

03/2024 - 11/2024

<https://oberindraco.itch.io/project-vulture-alpha-build>

Lead Programmer and Art Direction

- Has short video trailer.
- Showcased as student project at SXSW Sydney 2024
- Interwoven upgrade and build systems
- Unconventional control systems that required unique problem solving

## EDUCATION

### Bachelor of IT - Software Development (In Progress)

[Macquarie University](#)

2021 - Present

## WORK EXPERIENCE (NON-GAME DEV)

Previous work experience outside industry to show experience in a professional setting as well as soft skills.  
Large time gaps due to study.

### Customer Service Representative (Full-Time)

[Datacom NSW](#)

04/2018 - 01/2019 Sydney, Australia

CSR for outsource ATO (Australian Taxation Office) enquiries from individual to business as well as outbound debt collection calls.

- Managing KPIs
- Composure under stress
- Communication skills

### Cashier and Stocking (Part-Time)

[IGA Mosman](#)

2016 - 2017 Sydney, Australia

### Data Entry (Casual)

[McNair Ingenuity Research](#)

2014 - 2017 Sydney, Australia

## KEY ACHIEVEMENTS



### Student Game Showcase SXSW Sydney 2024 - VULTUR

Lead Programmer and Art Direction for my group's 1 year capstone game project that was selected for showcase.



### Game Showcase Macquarie University Astronomy Open Night 2024 - Terminal Velocity

Programmer for a game jam team project that was further developed and selected for showcase.

## SKILLS

Languages: C# C Java HLSL

GLSL

Unity Game Engine

Version Control (Git/GitHub)

Agile Development Experience

## ADDITIONAL TRAINING

[FZD Feng Zhu Design - Diploma of Industrial Design - 2019-2020](#)

[AIE Academy of Interactive Entertainment - Certificate 3 in Creative Industries \(Media\)](#)

[PAD Production Art Department - Core Program 2017](#)