Ryan Rothweiler

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# Career Objective

Entry level game engine developer, working with a team to deliver an efficient game engine to artists, and designers.

# Summary of Qualifications

Employed for four years as a freelance Unity programmer working on jobs include large and small games. I have worked with a total of 16 clients over 4 years. Soon BSCS degree holder. Strong hands on experience combined with a formal education.

# Selected Skills and Accomplishments

* Hotwire Robotics: FIRST robotics club volunteering (January 2016 – Present) Lead programming mentor for local high school FIRST team Hotwire Robotics. Teach Java to incoming students. Manage code base across incoming and outgoing student developers. Mentor and help implement robot features including autonomous robot control, driver station feedback, semi-autonomous robot control using sensors such as gyroscopes, limit switch, potentiometers, and vision tracking.
* Custom 2D Game Engine: Constant work on custom game engine. Engine utilizes no external libraries, all behavior implemented by me. Features GIF encoder, BMP decoder, WAV decoder, JSON read and write, strings, linked lists, immediate mode UI, OpenGL renderer, and live code editing.

# Education History

* Bachelor of Science, Computer Science 2015-2017
* Western Oregon University Expected at June 2017

# Employment History

Miniverse  
Self-driven Unity game, (2011 – 2014)

* Persistent self-driven work spanning three years and shipping on iPad in June of 2014. Experience in full project cycle development including prototyping, production, testing, and shipping.

Clothesline Carnage   
Unity contract, (January 2016 – Present)

* Large 2D fighting game featuring 40 characters, 15 maps, 8 game modes. Local and online multiplayer. Sole programmer for the entirety of development. Expected launch on Steam in December 2016, utilizing Steamworks.