Ryan Eckert

Game Designer and Producer

(+1) 408-832-9961 | reckert@andrew.cmu.edu

https://github.com/reckert477 | https://www.linkedin.com/in/reck98/ | https://reckertgames.com

Education

CARNEGIE MELLON UNIVERSITY, ENTERTAINMENT TECHNOLOGY CENTER (ETC)
Master of Entertainment Technology, expected May 2022

CARNEGIE MELLON UNIVERSITY, INFORMATION SYSTEMS
B.S. in Information Systems major at CMU, minors in Game Design and Computer Science. May 2020

Skills

PROGRAMMING LANGUAGES

C	C#	SQL	Java	Python	JavaScript

SOFTWARE EXPERTISE

Unity	Adobe Illustrator	Adobe XD	Audacity	Miro
Git	Perforce	Trello	Wordpress	Google Workspace

Academic & Client Projects

GAME PREPRODUCTION | 7 SEASONS STUDIO   JAN 2022 - PRESENT
Discovering the process of game preproduction. Guiding a team of 3 artists and 3 game designers through the process of creating compelling concepts and mechanics via scheduling, task tracking, arranging useful meetings, and overall guidance through the identification of project needs.

CLIENT GAME | EYEDEAL   AUG 2021 - DEC 2021
Researched the use of eye tracker technology in conjunction with a non-standard click input in order to create a virtual experience that appeals to paralyzed patients. Prototyped numerous interaction primitives which enable collection of different metrics to track development of skill with the eye tracker and accessories.

RAPID GAME PROTOTYPING | BUILDING VIRTUAL WORLDS   AUG 2020 - DEC 2020
Producer, programmer and designer for BVW, a class featuring 5, 2-week sprints of building a fully interactive virtual experience with a team of 4 other students. Experiences included those for solo keyboard + mouse, VR, facial tracking, and collaborative multiplayer.

VR DISCOVERY GAME | BADMINTON EXPERIENCE   JAN 2020 - MAY 2020
Built a VR Badminton simulation utilizing the Exergame Framework with a team of 3 others. Performed continuous field research, programed birdie physics and built a feedback system that both simulates real feedback as well as augmented information. https://github.com/G2DynamicMotion20/Badminton

Work Experience

BUILDING VIRTUAL WORLDS HEAD TA, ENTERTAINMENT TECHNOLOGY CENTER   AUG 2021 - DEC 2021
Supported a class of 89 students of different disciplines in creating multiple fully interactive virtual experiences - each within the development span of 2 weeks. Facilitated team creation, course infrastructure, taught workshops, and organized a team of 12 other TAs to give students the support they need to succeed.

AB TECH AUDIOVISUAL TECHNICIAN, CARNEGIE MELLON UNIVERSITY   AUG 2016 - PRESENT
Provides audiovisual support for events on campus, including concerts, fashion shows, and administration events. Handles job requests, organizes trainings, and manages personnel. President for 1 year / officer for 3 years.

Other Experience

**SCOTTYCON 2019	ANIME AND GAMING CONVENTION FOUNDER**	JAN 2019 - MAR 2019
**ANIME CULTURE CLASS	CMU STUDENT COLLEGE INSTRUCTOR**	AUG 2019 - PRESENT
**GRADUATE STUDENT ASSOCIATION	DEPARTMENT REPRESENTATIVE, CMU**	JAN 2021 - DEC 2021
GLOBAL GAME JAM PARTICIPANT	JAN 2018, JAN 2019
GLOBAL GAME JAM VOLUNTEER	JAN 2020