Ryan Eckert

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https://saccfft.wordpress.com/portfolio/ | https://github.com/reckert477 | https://www.linkedin.com/in/

Education

CARNEGIE MELLON UNIVERSITY, INFORMATION SYSTEMS BACHELOR OF SCIENCE AUGUST 2016 - MAY 2020

Enrolled in the Information Systems major at CMU, with a minor in Game Design and Computer Science.

RELEVANT COURSEWORK

Understanding Game Engines	Game Design
Advanced Game Studio	Research Issues in Game Development
Fundamentals of Programming and CS	Twitch Plays Game Design
Principles of Imperative Programming	Application Design and Development
Principles of Functional Programming	Database Design and Development
Introduction to Computer Systems	Mobile Web Design and Development

Skills

PROGRAMMING LANGUAGES

C, C#, Python, Java, SML, SQL, Ruby, Javascript, HTML5, CSS

VARIOUS COMPUTER SKILLS

MySQL Workbench, PostgreSQL, Rails, Bash, Git, Unity, Django, Microsoft Access

PERSONAL SKILLS/GOALS

Looking for summer internship or full-time position in Game Design or related position
Experience working with variety of clientele   Willing to learn new systems and can work as any role

Portfolio

CHINESE LEARNING GAME RESEARCH ASSISTANT

Programming lead for game based on teaching how to speak Chinese natively. Designed, constructed, and integrated remote SQL database with Unity, delegated atomic programing tasks to team members, and designed interesting game mechanics and environments that balances being engaging, being representative of modern Chinese context, and meeting dissertation requirements. Deployed 9/11/2018.

SPRING CLEANING (VR PUZZLE GAME) RESEARCH ISSUES IN GAME DESIGN PROJECT

Utilized environmental obstacles, colors, lighting, particle effects, sound, and narrative to subtly direct user attention without revealing puzzle solutions. Underwent multiple playtesting iterations and multiple deliverables with industry professionals. https://github.com/briswalsh/SpringCleaning

KINGDOM BUILDERS TWITCH PLAYS GAME DESIGN TERM PROJECT

Lead UI and game mechanics design for a twitch channel based idle game. Self taught and implemented Twitch-webapp integration, researched html requests, pubsub, and other means of client-server communication, and presented to Twitch employees on 12/5/2017. https://github.com/reckert477/KingdomBuilders

DECODE IT! HACK112 2016 ENTRY (WINNER FOR BEST EDUCATIONAL HACK)

Built an educational game / webapp that teaches basic cryptology and password security. Coded encryption/decryption, scoring, and user functionality as well as main webapp. Hack112 best educational hack 11/13/2016.

Experience & Extracurriculars

MAJURO STEVEDORE & TERMINAL CO TECHNICAL CONSULTING ENGAGEMENT IN THE MARSHALL ISLANDS

Developed a backend system to support the operations related to stevedoring. Performed thorough analysis on user needs, context, and constraints. Made critical design decisions factoring in technological literacy, information dynamics, and security. Trained employees & built for sustainability accounting for human variability.

RESEARCH ASSISTANT CHINESE LEARNING GAME; PITTSBURGH, PA – MAY 2018 TO SEPT 2018

Lead programmer for the Chinese Learning Game, extending from semester into paid research over summer with deployment on 9/11/2018. Integrated remote SQL servers, player data, feedback systems, and more.

AB TECH EXECUTIVE BOARD; PITTSBURGH, PA – AUG 2016 TO PRESENT

Carries out audiovisual support for events on campus, including concerts, fashion shows, dance showcases, and CMU administration events. Additionally handles job requests, organizes trainings, and manages personnel.