

# Ryan Harrold

[rinoharrold@gmail.com](mailto:rinoharrold@gmail.com)

Portfolio: [rino776.github.io](https://rino776.github.io)

## **Skills**

Programming languages:

- C++
- C#
- JavaScript/TypeScript
- Java
- Python
- SQL

Others:

- Unity
- OpenGL

## **Professional work**

Product Engineer | RIB Technologies | (2021 - present)

- Primarily worked on the development of a graphics engine used for displaying 2D and 3D CAD drawings(OpenGL), targeting both Web and Desktop Environments using Emscripten
- Successfully ported the product to build and run in a linux environment.
- Collaborated effectively within an Agile/Scrum framework, coordinating with a geographically diverse team spanning multiple time zones.
- Implemented various rendering techniques, including 3D lighting, and 2D text Anti-aliasing.
- Implemented parsing and loading IFC files into the rendering engine.

## **Shipped Works:**

Immune U – an Educational VR shooter made for the oculus quest.

- Collaborated with a diverse team of Designers, Artists and other programmers.
- Involved in the entire development process, from planning to publishing.

## **Education**

Bachelor of games and interactive Environments, majoring in software technology, Queensland University of Technology (graduated 2021)

## **Volunteer Work**

Full time representative for the Church of Jesus Christ of Latter-day saints (2018-2020)

- Managed and coached teams, as well as delivered weekly training programs and Delivering presentations at conferences.
- Involved in planning and managing various public relations events
- Delivered faith-based programs.
- Various community services, including Teaching an English Second Language Class.