

Ryan Harrold

rinoharrold@gmail.com

Portfolio: rino776.github.io

Education

Completed Year 12 at St Columbans college (2015)

Currently Undergoing Bachelor of games and interactive Environments (2016 – present)

Published Works:

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

Volunteer Work

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

- Delivered weekly training programs
- Taught English Second Language classes
- Involved in various public relations events
- Management and coaching of teams
- Delivered faith based programs
- Event planning and management
- Various community service
- Delivered presentations at conferences

Various volunteer positions within the Church of Jesus Christ of latter day Saints(2012-present)

- Organised and participated in various fundraising activities
- Leader in youth program

Skills

Programming languages:

- | | |
|----------|---------|
| - C# | 3 years |
| - Java | 1 year |
| - C++ | 1 year |
| - Python | 1 year |

Game Engines and libraries:

- | | |
|----------|---------|
| - Unity | 3 years |
| - LWJGL | 1 year |
| - OpenGL | 1 year |