

Ryan Harrold

rinoharrold@gmail.com

Portfolio: rino776.github.io

Shipped Works:

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

Education

Bachelor of games and interactive Environments, majoring in software technology (2016 – 2021)

Completed Year 12 at St Columbans college (2015)

Skills

Programming languages:

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

Game Engines and libraries:

- Unity
- LWJGL
- OpenGL

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