

RYAN PROCTOR

• Game Designer and Developer •

OBJECTIVE

Motivated and passionate computer science and communication design graduate from California State University Monterey Bay with over a year of teacher's assistant experience in mentoring fellow students and grading programs. Seeking to apply proven skills in C++, Python, Java, JavaScript, and C#.

EDUCATION

2018 - 2021 • California State University Monterey Bay Bachelors in Computer Science and Minors in Communication Design

2015 - 2018 • De Anza College
Programming Emphasis in C++ and Java

EXPERIENCE

2019 California State University Monterey Bay TA++ Program

Data Structures Teacher's Assistant

- Mentored and tutored students in data structures using C++
- Created test scripts for grading student programs based on professor inputs and expected outputs

2021 Hartnell College Coder Dojo LittleBits (STEM Kits) Program

Teacher's Assistant

- Provided help for elementary school teachers with LittleBits lesson plan
- Guided children from grades 3-6 in the steps of the engineer design process when making, testing, and modifying inventions.

2021 Freelance Web Developer

- Created static and dynamic web apps for clients depending on requirements
- Used Node.JS with Express or React to create dynamic web apps with deployment to Heroku

SKILLS

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|-------------------------|------------------------|-----------------|-------------------------|
| • Game Development | • Software Development | • Python | • Visual Studio |
| • Games | • Deployment | • Databases | • Adobe Creative Cloud |
| • User Interface Design | • Software Engineering | • SQL and MySQL | • Maya |
| • 2D Animation Design | • C / C++ | • Android | • Node.JS |
| • Game Design | • Java | • Linux | • JavaScript/TypeScript |
| • Computer Science | • .Net | • Unity Engine | • Web Development |

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<https://www.linkedin.com/in/ryan-drew-proctor/>

TECHNICAL SKILLS

Projects/Classes	Skills
Algorithms	Brute-Force, Decrease-and-Conquer, Divide-and-Conquer, Dynamic Programming, Graph, Greedy Programming, Hash, Heap, Time Complexity, Transform-and-Conquer, Tree
Environment Modeling	3D Modeling and Sculpting, Maya, UV Mapping
Game Design	Behavior Diagram, Game Loops, Multidiscipline Teamwork, Playtesting, Prototyping
Game Development	A* Algorithm, C#, Design Patterns, Dijkstra's Algorithm, MVC, Unity Engine
Internet Programming	API, CRUD, Heroku, JavaScript, MariaDB, MySQL, NPM, Node.JS, RDBMS, Server-Side Development, SQL, jQuery
Intro to Data Structures	AWS Cloud9, Binary Trees, C++, Linked Lists, Linux, Queues, Search Algorithms, Sorting Algorithms, Stacks
Lifhaxors	JavaScript, React, Redux, Socket.io, TypeScript, WebSocket
Media Tools	Adobe Creative Cloud, Adobe Illustrator, Adobe Photoshop
Multimedia Design and Programming	Computer Vision, Flask, Git, GitHub, PIP, Python, Source Control Systems, Version Control Systems
Operating Systems	AWK, Bash, C, Linux, SED, Threading
Software Design	Android, Android Studio, Java, UML
Software Engineering	Agile Design Process, Android, Android Studio, Class Diagram, Java, MVC, Use Case, XML
Suburban Sneak	Behavior Scripting, C#, Unity Engine
Web Design	Adobe XD, CSS, HTML, UI and UX Development
Web Tools	Bootstrap, CSS, HTML, SFTP