RYAN MONTERO

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EDUCATION

Rochester Institute of Technology   Aug. 2017 - Current
B.S. Game Design and Development
Minor Computer Science
GPA: 3.12/4.0

Florida International University   Aug. 2015 - May 2017
Dual Enrollment

SKILLS

CODING LANGUAGES

C#
C
Java
HTML5/CSS

SOFTWARE

Unity
Photoshop
Maya
Blender
Monogame

SPOKEN/ WRITTEN LANGUAGES

English
Spanish
Japanese

PROJECTS

Weltherrschaft   Jan. 2018 - Apr. 2018

An anti-tower defense game with a top-down perspective that I had worked on with a group of fellow classmates. I worked as lead designer and the sole artist of the game. My role was coming up with level design, characters, as well as drawing all the art within the game.

Colossteam   Aug. 2018 - Current

A personal project with one fellow classmate, Colossteam is an an RPG dungeon crawler with a fantasy, steampunk aesthetic. Currently the project is within its planning phase.

RELEVANT COURSEWORK

Game Design and Development 1 & 2   Aug. 2017 - May 2018
Intro Courses into basic coding and game development

3D Animation and Asset production   Aug. 2018 - Current
3D animation course that teaches how to model in Maya and create assets for games

Interactive Media Development   Aug. 2018 - Current
Course on programming within unity, using physics and math based concepts to create virtual spaces that simulate nature. Within this course, several programming projects are constructed based on concepts taught.