Ryan Silver

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SKILLS

Level Design	3D Modeling	Unity	Hammer Editor
Overwatch Workshop	Video Editing	Adobe After Effects	Adobe Photoshop

GAME DEVELOPMENT EXPERIENCE

Marble It Up! Ultra — *Gameplay Design, Level Design* — Unity

JUNE 2019 – PRESENT

- DESIGN: created over 20 levels for single player and multiplayer use.
- GAMEPLAY: lead the iteration and implementation of the "Sumo" multiplayer game mode.
- UI: designed and implemented a multiplayer scoreboard.
- QA: patched several bugs across multiple platforms in the months leading to release.

Unannounced VR Project — *Level Design, 3D Modeling* — Source 2

MAY 2020 – PRESENT

- DESIGN: constructed a 90-minute single player experience using the Half-Life: Alyx engine.
- DESIGN: sculpted and painted several models using 3DCoat and Substance Painter.
- GAMEPLAY: deliberately trained and paced the player through puzzle and combat situations.

ADDITIONAL EXPERIENCE

Overwatch Content Creator

MAY 2022 – PRESENT

- SCRIPTING: extensively using the Overwatch Workshop to discover and reproduce bugs.
- EDITING: creating motion graphics using After Effects to help viewers understand game mechanics.
- EDITING: writing scripts, recording voice overs, and filming in-game events.

Administrator — *Tip of the Hats*

SEPTEMBER 2015 – OCTOBER 2021

- MISC: volunteered to process donations and help schedule the broadcast.
- MISC: raised over $1,000,000 USD for Camp One Step.

Video Producer — *teamfortress.tv*

MAY 2015 – NOVEMBER 2016

- MEDIA: live streamed competitive Team Fortress 2 tournaments to thousands of concurrent viewers.
- MEDIA: provided live in-game observation of matches.

Certified SOLIDWORKS Associate (CSWA)

ISSUED MAY 2018

- CAD: used solidworks extensively when designing machines in high school robotics.