Ryan S. Mignini

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(774) 276-1416   Portfolio: https://ryan-mignini.github.io/

Skills:

Languages	**Engines/Frameworks**	**Programs**
- C#	- OpenGL	- Autodesk Maya
- C++	- Unity	- Adobe Photoshop
- CSS	- Unreal Engine 4	- Git
- Java	- XNA	- Visual Studio
- Javascript		
- HTML		
- Processing		
- Ruby		

Education:

Becker College   Worcester MA
Bachelor of Arts in Interactive Media Design - Game Development and Programming Concentration
Expected May 2019

Rochester Institute of Technology   Rochester NY
Bachelor of Science in Game Design & Development
2013-2018 [Transferred to Becker College]
GPA: 3.8/4.0; Dean's List Fall 2013, Spring 2014, Fall 2015

Selected Projects: "The Adventures of Rob and Ots" - Worked in a team of 4 to create a cooperative multi-player video game with Unity 3D. Contributed extensively to product's code base, particularly in areas concerning network interactions (player synchronization, etc.). Also helped design and implement level geometries.
Project duration: 10 Weeks

"Collect 'Em Up" – Worked in a team of 9 to create a 3D game engine using C++ and OpenGL. Helped manage code architecture, design engine features (physics, user input, etc.) and implement demonstration levels.
Project duration: 15 Weeks

"Gunslinger" – Worked in a team of 4 to create a 2D video game with Javascript. Contributed to all aspects of project, heavily to code concerning reactions to player movement (camera scrolling, background transitions, etc.)
Project duration: 5 Weeks

Experience: Westborough Public Schools, Westborough, MA
Technology Assistant, Summer 2016, Spring-Summer 2017
Managed schools' A/V and classroom technology, repairing malfunctions as they arose and organizing distribution across six schools. Responsibilities included preparing large amounts of personal devices (e.g. Chromebooks) for distribution to student body and upgrading existing classroom technology (networked projectors, desktops, etc.).