**Ryan Jacob Pfeifer**

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* **EDUCATION**
* **B.S. Computer Science Texas A&M University May 2020**
  + GPA: 3.96
  + Minors: Game Design and Development, Cybersecurity
  + *Related Coursework:*

Level Design Artificial Intelligence

Game Design Computer Graphics

Game Development Operating Systems

* **WORK EXPERIENCE**
* **Gameplay Engineer** at*ArtCraft* Entertainment **June 2020 - Present**
* Unannounced Project (August 2021 – Present)
  + Utilized Unreal Engine 4 tools and technologies to create a prototype multiplayer project
  + Collaborated with design to fine-tune and implement game systems from game design documents
  + Architected and implemented core gameplay features including AI, UI, and combat systems
* *Crowfall* (June 2020 – August 2021)
  + Built new gameplay features and debugged existing ones on a live-service MMORPG using Unity
  + Assisted in onboarding new hires and transferring game system ownership
  + Helped establish a network payload contract between the client and various microservices
  + Promoted from associate to mid-level Gameplay Engineer after one year
* **Software Engineering Intern** at *Synchrogrid*  **May 2019 – August 2019**
  + Worked at a startup company on the back-end of a smart grid Node.js application in C++
  + Learned and utilized an industry-specific scripting language (CUPL) to automate calculations for power lines
  + Made and published a Visual Studio Code syntax highlighter for CUPL which has been installed over 360 times
  + Built an automated testing framework for the back-end of an application using Jest and the SheetJS API
* **PROJECTS**
* ***Chillennium* 48 Hour Game Development Competition (1st Place Overall Winner) Fall 2019**
  + Competed in a team of 4 to develop a video game in 48 hours using Unity and C#
  + Rapidly prototyped, designed, and implemented gameplay mechanics and AI behavior
  + Won 1st Place Overall out of over 90 games judged with around 400 participants
* **Game Development Project** - *Frog and Croc* Team Leader **Fall 2019**
  + Led an interdisciplinary team in developing a semester-long video game project using Unity and C#
  + Designed and implemented gameplay mechanics, programmed player movement, and designed levels
  + Highly praised by a panel of professional game developers
* **Interactive Virtual Environments Project** - *Reflector VR* **Spring 2019**
  + Developed a VR game with a team of artists and programmers using Unity, C#, and HTC Vive hardware
  + Utilized the SteamVR library to implement gameplay mechanics, program AI behavior, and design levels
  + Demoed the game live at the *Vizagogo Visualization Showcase* where attendees played the game
* **Personal Project** - *Summon the Spell Book* **Summer 2019**
  + Collaborated with a small team to draft and iterate on a game design document
  + Prototyped and iterated on gameplay mechanics, programmed AI behavior, and designed levels using Unity
* **Senior Capstone Design Project** – *Lord of the Strings* TeamLeader **Spring 2020**
  + Leader of a team of programmers tasked with creating a semester-long web application project
  + Implemented front-end systems using HTML, CSS, and JavaScript with the anime.js animation library
* **Volunteering - Coding Lessons for 5th Grade Students** **Fall 2016 – Spring 2019**
  + Organized and prepared slideshows and code samples for the *Hour of Code* using Google Slides and repl.it
  + Taught lessons covering various programming concepts such as AI, cryptography, and binary numbers
* **Personal Project - Music Visualizer Summer 2018**
  + Created a webpage to visualize the waveform of any given .mp3 file
  + Used HTML, CSS, and JavaScript with the Web Audio API to display dynamic graphics
* **SKILLS**
* **Programming Languages** 
  + C++, C#, Java, JavaScript, HTML, CSS, Python, x86 Assembly
* **Software**
  + Unity, Unreal Engine 4, Unreal Blueprints, Git, Perforce, OpenGL, GLSL, Node.js