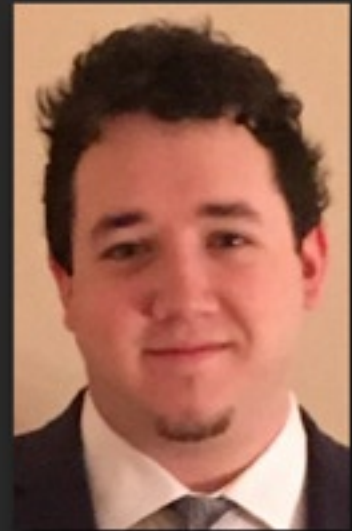


```
GameProgrammer RyanAmalfitano = new GameProgrammer();
```

```
RyanAmalfitano.Profile =
```

```
“Former web developer with education in  
game theory, history, design, and  
programming. Knowledge of QA, UI and  
interface design, UX, networking, and  
computer hardware. Proficient coder with  
plenty of practical programming and  
design experience. Aspiring game dev  
who loves cats and good food.
```

```
Favourite game: Dark Souls 1.”;
```



```
RyanAmalfitano.Education = [
```

```
“2012-2014: Georgian College – Web Animation and Design  
(Ontario College Diploma, Co-op)”,
```

```
“2015-Now: Brock University – Interactive Arts and Science  
(Honours BA); expected graduation: June 2019”];
```

```
RyanAmalfitano.Training = [
```

```
“Desktop Languages: Capable in C++, C#, CMD, and Bash”,
```

```
“Dev Programs: Proficient with Visual Studio, Adobe  
Dreamweaver, GitHub, and SVN”,
```

```
“Game Engines: Skilled in Unity, Experience with Unreal,
```

```
“Web Languages: Fluent in HTML5, CSS3, JavaScript, JQuery,  
WebGL, PHP, MySQL, Angular.js, Bootstrap”];
```

```
RyanAmalfitano.Skills = [
```

```
“Personal Traits: Passionate. Driven. Resourceful. Approachable.  
Responsible. Gets things done.”,
```

```
“Dev Skills: Clean coder, and loves comments. Sharp  
and determined problem-solver.”,
```

```
“Design Skills: Keen design sense; can think outside the box.”,
```

```
“Workplace Skills: Strong communication and teamwork skills,  
sharp attention to detail, independent,  
and stays on-task.”];
```

```
RyanAmalfitano.Experience = [  
    "2013-2015:    Gel Creative - Head Web Developer (Barrie, ON)",  
    "2015-2018:    Gel Creative - Contract Web Developer (Barrie, ON)",  
    "Summer 2018:  St. George's Anglican Church - Web and Social  
                  Media Specialist (Milton, ON)",  
    "Summer 2019:  Programmer Apprentice at Ubisoft Toronto...  
                  ...when I win the NEXT challenge!"];
```

```
RyanAmalfitano.Featured_Projects = [  
    "Spy2K  
    Spy2K is a Unity-based PC game that I developed with a team of  
    students in my fourth year at Brock. I took on the role of Lead  
    Programmer and built the game with my Technical Team.
```

Spy2K is a split-screen strategy game in which two players compete to be the first one to solve the Y2K bug. Players must snip wires, crack safes, brute-force passwords, and more in order to get their hands on all three pieces of the fabled CD holding the solution to Y2K.

Both players are looking for the same answer to each puzzle, so players are encouraged to screen-peek and cheat off their opponent! Players also have devious spies at their disposal to mess up their rival and get the upper hand.”,

```
“Mercs: Triple Threat
```

Mercs is an HTML/WebGL-based mobile game that I developed with a team of students in my third year at Brock. It plays kind of like Final Fantasy 7’s combat system, with different Mercs armed with their own unique attacks and abilities.

It's like rock-paper-scissors, but with badass mercenaries instead of household objects!”,

```
“Game Analysis 2 (Bloodborne: Is It All a Dream?)
```

For this university assignment, I created a short interactive essay in the form of a top-down adventure game using GameMaker: Studio. It analysed the game Bloodborne, touched on some of its key themes, and explored its story.

What better way to learn about games than by playing one?”];

```
Employer.Hire(RyanAmalfitano);
```