```
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."];
```

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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)"];

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);
```