Ryan **Yearsley**

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Work Experience

Luna Wolf Studios   *Newark, DE*
UNITY GAME DEVELOPER   *August 2022 – April 2023*
- Collaborated with healthcare providers and audiologists to develop a hearing test in VR using Meta Quest 2.
- Optimized VR applications for performance and user experience.
- Vetted, procured, and integrated Unity assets and frameworks to accelerate development.
- Designed, developed, and delivered fully functional application within an 8-month timeline.
- Created a suite of unit tests to validate and regression test algorithms.
- Worked with a focus group to fine-tune game design for an intuitive user experience.
- Technologies include: Unity, C#, Meta Quest 2

Crooked Studio   *Middletown, DE*
UNITY GAME DEVELOPER   *September 2020 – August 2022*
- Designed and developed a rogue-like action RPG called 4TONS.
- Developed, tested, and integrated complex game systems, including procedural dungeon generation, puzzle elements, and a modular and scalable AI system.
- Created art assets, including pixel art, sound effects, and pixel-perfect fonts.
- Technologies include: Unity, C#, Aseprite, Audacity

QVC   *West Chester, PA*
SOFTWARE ENGINEER   *January 2018 – September 2020*
- Developed and maintained back-end integration services that were responsible for product, employee, and order data.
- Conducted code reviews and debugging to ensure high-quality code and optimal system performance.
- Implemented third-party software solutions into QVC systems.
- Utilized a CI/CD pipeline to deploy applications into a containerized environment.
- Advocated for Agile methodologies and tools, balancing business needs with software development practices.
- Technologies include: Java, Spring Framework, Tomcat, Docker, MS SQL Server, Linux, Git

Education

Wilmington University   *New Castle, Delaware*
BS IN GAME DESIGN AND DEVELOPMENT   *Sep 2013 – Aug 2017*
GPA: 3.51

Projects

HELIX   *Unity, C#, Meta Quest 2*
A MODERN RENDITION OF TRADITIONAL HEARING TESTS, LEVERAGING VIRTUAL REALITY IN ORDER TO IMMERSE PLAYERS AND HOLD THEIR ATTENTION FOR THE DURATION OF THE TEST. STATE OF THE ART AUDIOMETERS WERE USED TO CALIBRATE THE AUDIO ASSETS TO ENSURE ACCURATE TEST RESULTS. FEATURES A BONGO RHYTHM GAME TO ASSESS THE PLAYER'S HEARING CAPABILITY THROUGH A RANGE OF FREQUENCIES RANGING FROM 500 HZ TO 8000 HZ, AS WELL AS A DIGITS-IN-NOISE ESCAPE ROOM EXPERIENCE THAT TESTS THE PLAYER'S SPEECH RECOGNITION CAPABILITIES WITH COMPETING BACKGROUND NOISE.   *In Development*

4TONS   *Unity, C#*
A 2D ROGUE-LIKE ACTION RPG WITH PUZZLE ELEMENTS. PLAY AS A WIZARD TRAPPED IN A MYSTERIOUS DIMENSION WHO MUST FIGHT THEIR WAY THROUGH THE 4 TOWERS OF NERD STORM. ON THEIR JOURNEY, PLAYERS MUST BUILD THEIR ARSENAL OF WEAPONS AND ABILITIES TO DEFEAT HORDES OF ENEMIES. FEATURES FAST-PACED COMBAT, PROCEDURALLY GENERATED DUNGEONS, AND A ROBUST COMPONENT-BASED AI SYSTEM.   *https://crooked-studio.itch.io/4tons*

Drift Space Zero   *Unity, C#*
A MULTIPLAYER ZERO-GRAVITY 6DOF RACING GAME. UTILIZED UNITY RIGIDBODY PHYSICS TO CREATE A DIFFICULT-TO-MASTER SPACESHIP CONTROLLER. SEGMENTS OF PIPES ARE ASSEMBLED IN A RANDOM ORDER AND ORIENTATION FOR A FRESH EXPERIENCE WITH EVERY RACE. A SHADER WAS UTILIZED TO PRESENT THE ILLUSION THAT THE TRACK WAS BEING ASSEMBLED IN REAL TIME.   *https://tetricomstudios.itch.io/drift-space-zero*