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## Ryan Bottriell

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### EDUCATION

Bachelor of Information Technology, Interactive Multimedia & Design, Co-op  
Carleton University, Ottawa, Ontario  
3<sup>rd</sup> year, CGPA of 10.94/12.00 ( A equivalent )  
2010, 2011, 2012, 2013 Entrance Scholarship  
Graduating in April, 2015

2010-present

### AVAILABILITY

4 months beginning in May 2014

### RELEVANT SKILLS & EXPERIENCE

#### Design Skills & Programming Experience

- Worked on researching and prototyping various features for a AAA title for the Xbox One; allowing me to learn about the video game industry and expand my skills in both design and user experience
- Designed and implementing clean and unique UI and UX designs for television-based web applications and cable boxes at Espial; demonstrating a good knowledge base in UI / UX design and the ability to bring my designs to life
- Lead developer and designer for "Feed The People", a Windows Phone 7 game that won 2<sup>nd</sup> place in the Microsoft Imagine Cup Canadian finals in 2012; showing my ability to learn quickly (C# and Windows Phone Libraries), and turn that knowledge into a successful endeavor
- Developed a prototype web-based game creation application for a research project at Carleton University; showing my potential as a developer and my passion for innovation
- Designed and created print and web objects for the Carleton University athletics department to promote campus events and campaigns; demonstrating extensive time-management skills as well as great ability to understand and cater to client specifications

#### Computer Skills

- Highly experienced coding in HTML 5, CSS 3.0, JAVASCRIPT, and PHP
- Extensively experienced with Adobe Design Suite: Adobe Photoshop, Illustrator, InDesign, Dreamweaver, Acrobat and Flash/Action Script 3.0
- Some experience with Microsoft VS in C++ and C# creating game logic and graphics programs

#### Communication Skills

- Fluent in English
- Full comprehension of French with proficient conversational skills



- Presented designs which were in many different stages of development to various clients in a clear, concise manner to emphasize design motives and communicate the vision of each one

### Leadership/Teamwork Skills

- Effectively worked on many teams in an Agile setting using Scrum methodologies
- Successfully aided in the creation and facilitating of a large leadership camp for high school students to develop leadership skills and teach responsibility and networking
- Attended a 10 day conference held by the Congressional Youth Leadership Council to learn political and leadership skills with students from around the world
- Organized many team projects for various multimedia applications by creating direct, easy communication between team members and developing long-term plans as well as long and short-term deadlines for all members
- Participated in Carleton University and the Ottawa Carleton District School Board's leadership camps to learn advanced topics and methods for proper organization and leadership of small and large groups

## WORK EXPERIENCE

### Game Designer

*Microsoft – Black Tusk Studios*  
*Vancouver, BC*

May 2013 – December 2013

### UI / UX Designer & Developer

*Espial Group Inc.*  
*Ottawa, ON*

January 2013 – April 2013

### Research Assistant (System Design & Programming)

*Carleton University School of Information & Technology*  
*Ottawa, ON*

September 2012 – April 2013

### Visual Designer

*IBM Canada*  
*Ottawa, ON*

April 2012 – August 2012

### Graphic Designer

*Rideau River Residence Association*  
*Ottawa, ON*

September 2010 – April 2012

### Graphic Designer

*Carleton University Athletics*  
*Ottawa, ON*

April 2011 – April 2012

### Sound Technician

*Carleton University Students' Association*  
*Ottawa, ON*

November 2010 - Present

