RYMAN BARNETT

Software Engineer

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SKILLS

Game Engine Development   Git   Data Structures

Windows   Linux   Tool Development   Algorithm Analysis

SVN   Unreal Engine 5

PROJECTS

Gameplay Programmer - Remanence

To Software - Student Game Development Team

📅 09/2023 - Present   📍 Redmond, Washington, United States

3D First-Person Dungeon Crawler, being developed by a team of 18

- Implement complex combat mechanics, including hit detection, weapon systems, and character abilities, resulting in engaging and balanced gameplay.
- Collaborate with the design team and artists to fine-tune player interactions, ensuring a seamless integration of gameplay features.
- Utilize Unreal Engine's Blueprint scripting and C++ to create and customize gameplay elements, improving game functionality and design flexibility.

Tools/System/Editor Programmer, Tech Lead

Laughing Stock - Student Game Development Team

📅 09/2022 - 04/2023   📍 Redmond, Washington, United States

🔗 https://rymanb.squarespace.com/projects/chlorofell

Top Down Isometric Shooter, developed on a multidisciplinary team of 12

- Developed a custom C++ engine from scratch, optimizing performance and efficiency for the project's requirements.
- Designed and implemented a Unity-like editor, facilitating rapid iteration and enhancing the development workflow.
- Created a dynamic ray-casted light system, enhancing the visual quality and realism of the project's rendering.
- Demonstrated strong leadership by conducting code reviews to maintain code quality, improve team collaboration, and ensure best practices.
- Provided mentorship on effective Git workflows, enabling efficient version control and collaboration among team members.

Programmer

Dwarves in Bizarre Places - Student Game Development Team

📅 01/2022 - 04/2022   📍 Redmond, Washington, United States

🔗 https://rymanb.squarespace.com/projects/rockit

2D resource management strategy game

- Designed and developed a custom 2D game engine alongside a prebuilt graphics library, tailoring the engine to meet the specific needs of the project.
- Developed and integrated a dynamic gameplay systems that contributed to engaging player experiences and fostered interactive gameplay elements.
- Created a comprehensive serialization system, allowing for data storage, sharing, and management, ensuring seamless gameplay progression and data handling.
- Implemented a robust and efficient particle system to enhance in-game visual effects and create an immersive gaming experience.

PROGRAMMING

C++

C

MySQL

Python (Familiar)
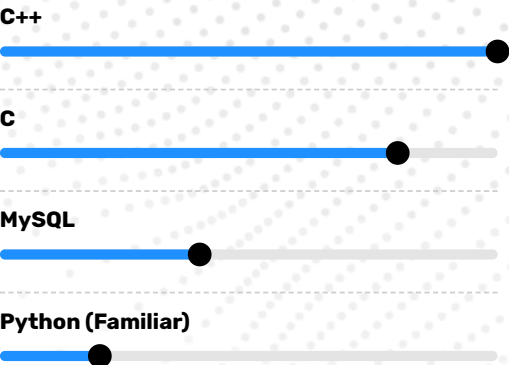
EDUCATION

BS in Computer Science

DigiPen Institute of Technology

GPA
3.99 / 4.0

📅 01/2021 - Present

- Current Junior

STRENGTHS

💬 **Oral and written communication**

👥 **Experience collaborating with multidisciplinary team to deliver a project**

🗨 **Dedicated to continued learning**

FIND ME ONLINE

in **LinkedIn**
https://www.linkedin.com/in/ryman-barnett/

GitHub
www.github.com/rymanb

🌐 **Website**
https://rymanb.squarespace.com/