

Ryman Barnett

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EDUCATION

DigiPen Institute of Technology | Redmond, WA

B.S. in Computer Science | GPA: 3.98

Awards: Valedictorian, Deans Honors List

May 2025

Relevant Courses: Data Structures & Algorithms, Game Engine Architecture, Cloud Computing Design, Low Level Programming

TECHNICAL SKILLS

Programming Languages: C++, C, C#, Python, JavaScript

Engines: Unreal Engine 5, Unity 6

Cloud & Backend: AWS, Azure, Tool Development, System Design, Docker, Git, SVN, Linux, Windows

Interpersonal Skills: Leadership, Adaptability, Collaboration, Solution-Oriented

WORK EXPERIENCE

Data Structures & Algorithms | Teaching Assistant | Redmond, WA

09/2024 – 12/2024

- Assisted over 30 students in understanding fundamental data structures and algorithms, ensuring clarity in complex topics.
- Provided one-on-one and group tutoring sessions to reinforce lecture material and improve student comprehension.
- Graded assignments and exams, maintaining fair and consistent evaluation standards

PROJECTS

Remanence | Gameplay Programmer

09/2023 - 12-2024

- First Person Souls Like set in an Apocalyptic world
- Collaborated with a team of 23 and developed a immersive and difficult experience
- Designed and implemented combat mechanics, dynamic save system, and level streaming support
- Worked with designers to achieve a 25% increase in player engagement through balanced gameplay design

Chlorofell | Gameplay & Tools Programmer

09/2022 - 04/2023

- Isometric 2D Shooter
- Collaborated with a team of 12 and developed both a compelling game and complex custom C++ engine with editor
- Designed core engine architecture, Realtime C++ scripting architecture, and Raytraced Lighting System with over 100+ FPS consistently
- Designed and developed Frontend Unity like editor with over 50 features, such as AI Blueprinting, and Realtime scripting, #, accelerating level design workflows by 30% and enabling rapid prototyping.

Rock-It | Engine & Gameplay Programmer

01/2022 - 04/2022

- Top-down Strategic city builder that takes place throughout 4 ages of technology
- Collaborated with a team of 4 and developed a custom engine, art, music, and gameplay features
- Built a robust particle system supporting 1000+ concurrent effects and an efficient serialization framework boosting prototyping efficiency by 50% and streamlining the development process

LEADERSHIP EXPERIENCE

DigiPen Institute of Technology | Chlorofell Tech Lead | Redmond, Wa

- Set and enforced strong coding standards within the tech team, preserving a strong code base following industry standards
- Communicating with other leads and producers to sort out any issues or concerns with the project and ensure interdisciplinary issues are addressed
- Hosted code reviews, and scrum standups on a regular basis to improve team collaboration and ensure best practices.
- Provided mentorship on effective Git workflows, enabling efficient version control and collaboration among team members.
- Wrote proper engine documentation for quick adoption by designers and artists