Ryan Magliola

http://maglio.la for games, projects, and more.

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EXPERIENCE

Games for Entertainment and Learning Lab (GEL), East Lansing, Michigan — *Programmer*

March 2016 - PRESENT   -   http://gel.msu.edu/

Scouted by my professor to be hired as a programmer and game developer at MSU GEL lab using the Unity game engine. Clients have included the MSU Federal Credit Union, Michigan State University, and Brain Powered Games. I use Unity3D, Visual Studio, and C# to develop games for desktop and mobile platforms. Responsible for meeting deadlines as part of a team of programmers, artists, and designers.

Home Depot, Woodridge, IL — *Overnight Freight Team*

May 2015 - Aug 2015

Mondelēz International, Deerfield, IL — *Database Intern*

June 2014 - Aug 2014

EDUCATION

BS, Michigan State University, East Lansing, MI— *Computer Science, Minor in Game Design*

Aug 2013 - May 2017

Enrolled in Computer Science with a minor in Game Design and Development. Graduating May 2017.

Game Design Portfolio: *http://gamedev.msu.edu/tag/ryan-magliola/*

PROJECTS

Chroma Cannon — *A Multi-platform gaming experience*

A seeming simple game developed four times into PC(2d and 3d), Native Android, and the Nintendo 3DS.

VESTA — *Virtual Reality Winery and Oenology*

Learn the steps of wine creation through interactive minigames using the HTC Vive VR Set. I created a game that guides the player through using a hydraulic press to squeeze their collected fermented grapes.

Brain Powered Games Maze Training —*Brain Stimulation*

Developed the seeded random maze generation for this game which was designed to stimulate brain activity and growth through memory and repetition. Used the Unity game engine for PC desktops.

Isotopolis — *Procedural Isotope Discovery*

Programmed the tutorial UX for this game about the process of discovering rare isotopes. Used the Unity game engine to distribute our game onto Android, iOS, and WebGL.

SKILLS

Programming Languages: Java, Javascript, C, C++, C#, Python, HTML, CSS, PHP

Applications: Unity3D, Microsoft Visual Studio, AutoDesk Maya, 3ds Max, Git, Adobe Photoshop, Premiere Pro, After Effects, Dreamweaver, Audition, Microsoft Word, PowerPoint, Excel, Sharepoint

Platforms: Windows, OSX, Android, iOS, Nintendo 3DS

AWARDS

Boy Scouts of America Eagle Scout - Active participant in Boy Scout service projects and achieved rank of Eagle

High School: National Honor Society National Technical Honor Society Tech Crew Sound Chairman

VOLUNTEER

Stage Crew
MSU Science Theatre
MSU Media Summer Camps
Sharing Connections