ryan reid

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Education

2007-present

Northwestern University
McCormick School of Engineering | Cumulative GPA: 3.65
Bachelor's of Science in Computer Science, concentration: Interfaces
Adjunct major in Animate Arts

Courses relevant to Game Design:
- Animate Arts 101, 201, 301, 302 - Breeze, re: Little Red Riding Hood
- Digital Tools, Digital Art
- Computer Game Design - Galactic Conquest(?)
- Intro to Computer Graphics, Intermediate Computer Graphics
- Intro to Character Animation, Simulation-based Virtual Characters
- Real-time 3D Game Engine Design
- Independent Study Project - Blink, a 2D Game Engine for Flash (ongoing)

Experience

JUNE 2009 - SEPT 2009, JUNE 2010 - SEPT 2010

Materials Research Institute at Northwestern University, Flash Developer
- Developed 4 educational Flash games to support the organization's Nanotechnology teaching modules
- Produced simple simulations and animations to help visualize complex processes and concepts
- Collaborated with professors, high school teachers and students to balance entertainment and educational value for educational stakeholders

SEP 2009 - JUNE 2010

North by Northwestern, Assistant Interactive Editor
- Designed and produced interactive pieces on a weekly basis
- Trained producers individually on creating interactive graphics to complement reporting in order to facilitate the autonomy of the producers
- Taught Flash and Actionscript tutorial sessions on a weekly basis

SEP 2007 - present

Pick Staiger Concert Hall, Shift Manager
- Supervise customer service and box office staff of 25 students in absence of the ticketing manager
- Manage the box office for concerts including ticket sales, record keeping, close-out procedures, and box office upkeep
- Oversee cash handling at events and at the end of the regular business day
- Resolve patron complaints and problems to maintain customer loyalty

Skills

Highly Proficient
Flash CS4, Actionscript 3.0

Proficient
C, C++, C#; HTML, CSS, Javascript