ryan reid

531 Cherry Hill Rd
Dyer, IN 46311

(219) 308 - 6288
ryan@symphori.com

Education

SEPT 2007 - JUNE 2011

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 and Projects relevant to Game Design:
 - Animate Arts 101, 201, 301, 302 - Breeze; re: Little Red Riding Hood
 - Digital Tools, Digital Art
 - Computer Game Design
 - Intro to Computer Graphics, Intermediate Computer Graphics
 - Intro to Character Animation, Simulation-based Virtual Characters
 - Real-time 3D Game Engine Design - The Dark Lord's Apprentice
 - 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 over the course of two summers
 - Sent one game to be showcased by MRI in the National Nanotechnology Initiative at Ten: Nanotechnology Innovation Summit in Washington, DC on Dec 8-10, 2010
 - Created my own production timelines and scheduled appropriate deadlines so that by the end of each summer I would be able to generate useful results for the organization

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	**Proficient**
Flash CS4, Actionscript 3.0	C, C++, C#; HTML, CSS, Javascript