**RYAN TEODORO**

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COMPUTER SKILLS

**Web**: AngularJS, Apache, ASP.NET, BootStrap, C#, CSS, HTML, IIS, JavaScript, jQuery, Node.JS, PHP

**Gaming**: 3D Studio Max, C++, DirectX, Illustrator, MotionBuilder, OpenGL, Photoshop, Unity, Unreal

**Mobile**: Java, Objective-C, Swift

**Database**: Microsoft SQL Server, MySQL, Oracle

**Version Control**: Git (GitHub, GitLab), SVN (TortoiseSVN)

WORK EXPERIENCE

**Hewlett-Packard** – Houston, TX June 2013 - Present

*IT Engineer/Analyst*

* Maintained the HP Channel Services Network, a massive web application that tracks warranty entitlement for our channel partners built primarily in C#, HTML, CSS, JavaScript, jQuery, SQL, and the .NET framework
* Assisted transformational efforts to migrate data and operations away from an in-house legacy system to the Salesforce customer relationship management (CRM) tool
* Experienced with version control, team collaboration (onshore/offshore), and agile development

**Schlumberger** – Houston, TX Fall 2012

*Mobile Application Developer (Semester Internship)*

* Developed a mobile application for Android devices utilizing Xamarin, Java, Android’s SDK, and the existing iOS app as an outline. Its primary focus was to supply information to the public regarding the company’s newest drilling technologies at trade shows

**On The Level Studios** – Houston, TX Spring 2012

*3D Artist (Semester Internship)*

* Worked closely with a small team to deliver game-ready assets for “The Curse of Nordic Cove,” which is now a shipped title that can be downloaded on Steam for PC. 3D Studio Max, Photoshop, and Unity were used to create the models, textures, and game respectively

**TimeGate Studios** – Sugar Land, TX Fall 2011

*Lead Artist (Semester Internship)*

* Created the storyline concept and led art direction for the intern game project “Ninth Rock” which was showcased at numerous universities and conferences across Texas
* Utilized TimeGate’s state-of-the-art motion capture facility to record and map real human motions onto the character models I created using 3D Studio Max, MotionBuilder, and Photoshop

ACTIVITIES AND CERTIFICATIONS

* Lean Six Sigma White Belt Certified (2015)
* Salesforce Certified Force.com Developer (Summer 2014)
* Youth Leadership Council - General Board Member (2014-Present)
* Global Game Jam 2015 (The Art Institute of Houston)
* Dean’s List: Spring & Fall 2012

EDUCATION

**University of Houston – Victoria** May 2013

*Bachelor of Science, Computer Science*

* Overall GPA: 3.52 / 4.0 (cum laude)