

# RYAN MENDES

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4875 WATSON MILL CT – LOGANVILLE GA 30052 – MENDESRY@GATECH.EDU - (770 335 6051)

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## Education

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**Georgia Institute of Technology** Atlanta, Ga | Expected Graduation Spring 2016  
**Bachelor of Science, Computational Media** Current GPA: 3.45

*Degree in progress, concentration threads: Media, Game Studies*

- CS coursework:
- Media Device Architecture (GBA Programming)
  - Constructing the Moving Image (Unity and Maya)
  - Game Design as Cultural Practice (Game Prototyping and Iteration)\*

\*Studio game design class focused on iterative design and peer discussion/review. In teams of two, small prototypes produced on a weekly basis, feedback-based revisions created the next week in addition to the new prototype. Individual midterm/final projects. Prof. Ian Bogost.

**Georgia Perimeter College** Clarkson, Ga | Degree Received May 2010  
**Associate of Science, Computer Science**

- Honors:
- Dick Clow Outstanding History Award
  - Highest Honors graduate, 3.94 GPA
  - Paper inducted to 20<sup>th</sup> Annual Social Science Colloquium

## Work Experience

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**Chili's** Loganville, Ga | March 2007 – July 2014

*Server*

- Focus on operational excellence through shift preparation, efficient speed of service, stock upkeep, accurate orders, and ensuring a clean work environment.
- Trained multiple employees and worked in numerous positions including quality assurance.
- Implementation of feedback from guest experience assessments, using this information for continuous improvement and increased situational adaptability.

**GameStop** Loganville, Ga | September 2009 – June 2012

*Senior Game Advisor (MGMT), Oct 2011-Jun 2012*

*Game Advisor, Sep 2009-Oct 2011*

- Emphasized service through open engagement to identify customer interests or needs and to ensure informed purchases considering game content, product features, and potential additional costs.
- As SGA, facilitated store operation including opening/closing, crucial inventory verification, evaluating available payroll, fund management and tracking, and multiple sales reports to the District Manager. Additional duties included incoming shipment and outgoing regional stock balancing, with a focus on proper execution.
- Supported customers with special needs or requests as a personal initiative, using inter-store communication and occasional hand-carry inventory transfer.
- Planned and implemented strategies and events for non-traditional shifts such as midnight releases and Black Friday sales.

## Skills

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CS focus in Java, additional experience with C, C#, Python, Javascript, HTML, CSS

Application experience with Unity, Maya, Processing, Photoshop, Sony Vegas, Eclipse