Ryan (Tuck) Tucker || Game Programmer
Ryantucker212@gmail.com || https://www.linkedin.com/in/ryan-thomas-tucker/
Burlington, VT || **203-451-9849**

Skills

- Programming languages: C#, C++, Python
- Game Engines: Unity Engine, Unreal Engine 5, Gamemaker Studio 2
- Workflows: Agile, Scrum

Education

Champlain College, Burlington, VT
Game Programming BS, 2025 (Expected)

- G.P.A. 3.43
- President, Champlain Destiny Club, (social club focused on Destiny 2)
- Study abroad in Montreal, Canada – Spring 2023
- Ubisoft Game Lab Contest – Spring 2023

Production Experience

Programmer, January 2023 – April 2023
Flip Against the Frontier - https://snidepiano9157.itch.io/pinball

- Worked with multidisciplinary 8-person team to make a game under the constraints of the Ubisoft Game Lab competition
- Programmed gameplay systems to allow the player to create and destroy objects in the world and diegetic UI systems to convey information to the player

Programmer, March 2022 – April 2022
Out of the Closet - https://johnodell.itch.io/out-of-the-closet

- Worked with a diverse team of Champlain Game students to collaborate on a dress-up game focused on support of the transgender community through gender expression
- Programmed UI to allow players to interact with the game and easily switch between clothes

Work Experience

Help Desk Technician, June 2022 – December 2022
Champlain College, Burlington VT

- Assist students and faculty with technical issues, in-person and over the phone
- Fixing and maintaining various devices around the office

Residential Advisor, August 2021 – May 2022
Champlain College, Burlington VT

- Adhered to and enforced college policies related to conduct and safety
- Co-managed a hall of 70+ students and facilitated a welcoming and inclusive community