

# RYAN FARRELL

Game Developer



11220 Cicero Drive, Alpharetta GA



rfarrell724@gmail.com



+1 (716) 712-7481



[www.linkedin.com/in/rfarrell/](http://www.linkedin.com/in/rfarrell/)



[www.ryanfarrell.me](http://www.ryanfarrell.me)

## Profile

Gameplay programmer with 2 years of industry experience. Self-starting when it comes to tasks. Able to research and work toward fixing obscure bugs and implementing challenging new technology. Uses his sense of humor and people skills to better communicate and cooperate with all departments. Performs improvisational theater on stage weekly as a hobby.

## Experience

### Hi-Rez Studios

Alpharetta, GA

Associate Software Engineer

June 2016 - Present

- God Development: Worked on 4+ new characters, creating new tech for abilities and other features, working interdepartmentally to realize our final vision.
- Adventures: Led development on the Capture the Flag game mode, assisted on the 2<sup>nd</sup> Dungeon Crawl game mode.
- Fixes and Reworks: Created solutions to fix and implement item, ability and system bug fixes and reworks respectively, often solving complex issues independently.

### Jackbox Games

Chicago, IL

Engineering Intern

June 2015 – August 2015

- Puzzle Making: Implemented over 30 “bomb” puzzle scenarios.
- Controller Styling: Adapted artist specifications for the browser-based controller.
- Testing System: Authored test system which allowed for easier styling of the browser-based controller.

## Education

Rochester Institute of Technology

Rochester, NY

BS: Game Design and Development

May 2016