RYAN DAVIDSON

TECHNICAL DESIGNER

Denver, CO (Seeking Relocation)
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Programmer and designer with a strong balance of technical, interpersonal, and creative skills.

WORK EXPERIENCE

Game Programmer & Designer | Studio SE | May 2024 – Aug 2024

Sole game developer to **design, prototype, and ship ModelRunner** along a one month deadline. After delivery, completed contract with an SEO research report.

AV/IT Technician | Sturm College of Law | Aug 2022 – Present

Primary **on-call** contact to provide **technical support** to faculty and students.

HIGHLIGHTED PROJECTS

see more of my work on
my portfolio

Game Developer | ModelRunner | May 2024 – June 2024

Unreal Engine| C++ | Solo | One month | Studio SE

Quiz game for use in marketing, created on contract for Studio SE

- **Conceptualized** and **executed design concept** within provided specifications and constraints.
- Personally **organized development schedule** to meet a short deadline.
- Implemented all systems including **character movement controls**, randomized rooms, and leaderboard mechanics.
- Delivered **hotfixes** to ensure **smooth operations** during deployment.

Sole Programmer and Designer | Bitwise Key | Apr 2023– July 2024

Unreal Engine| C++ | Team of Two | One Year | Freelance/Student

First Person 3d metroidvania/roguelike game.

- Independently **designed and implemented features** including **AI behavior trees**, procedural generation, and powerup abilities.
- Developed prototypes and **ran playtests** to assess design, identify issues, and **iterate on solutions**.
- **Organized tasks,** Features, and deadlines in **JIRA** to track progress.
- Collaborated with audio designer to develop cohesive style, iterate on music/sound cues, and implement assets.

Programmer, Project Manager | Star Charger | Apr 2023 – Feb 2024

Unity | C# | Team of Seven | One Year | Freelance

Bullet hell vertical scroller game inspired by arcade era space shooters.

- Personally **designed** and **implemented** speed, health, and energy systems.
- **Developed** a modularized **prototyping system** to rapidly iterate on designs, identify improvements, and **find the fun.**
- As P**roject Manager**, coordinated meetings to assess progress and organize remaining requirements into **weekly sprints.**
- **Coordinated source control** and task delegation to organize workflows.
- Implemented **user interfaces** and **object pooling** optimizations.

SKILLS

Soft Skills:
Communication, Storytelling, Planning, Project Management, Public Speaking

Programming Languages:
C++, C#, GDScript, Java

Technical Applications:
Unity, Unreal Engine, Blender, Git, Sourcetree, Bash, Github Desktop

Productivity software:
Trello, JIRA, G-Suite, MS Office, Github projects

Other Skills:
3D math, Rapid iteration & prototyping, playtesting, creative problem solving, 3D level editors

EDUCATION

University of Denver
B.S. Computer Science
SEPT 2018 - DEC 2022

Minors in Mathematics and Political Science.

OTHER INTERESTS

Games: Hollow Knight, Factorio, and Outer Wilds

Acting, Performance, and Poetry

Dungeons and Dragons