

JAMES RYAN

TECHNICAL DESIGNER • GAMEPLAY ENGINEER • SOFTWARE ENGINEER

ryan.jamesm11@gmail.com • (720) 556-2562 • jamesmryan.com

PROFILE

Technical Designer and Gameplay Engineer with 5+ years of professional experience developing gameplay systems, interactive experiences, and production software across commercial video games, themed entertainment, and enterprise applications. Experienced building singleplayer and multiplayer gameplay using Unreal Engine, Unity, C++, Blueprints, and proprietary scripting languages while collaborating closely with designers, artists, and engineers from concept through launch.

CORE COMPETENCIES

Gameplay Programming • Technical Design and Implementation • AI • Narrative Design • Gameplay Systems • Rapid Prototyping • Optimization • UI

TECHNICAL SKILLS

C++ • Unreal Engine 5 • Blueprints • Unity • C# • Lua • Python • Java • C • Javascript • SQL • Git • Jira • Notion • English (Native) • French (Conversational)

PROFESSIONAL EXPERIENCE

Technical Designer | Evil Pear Productions

Jan 2025 – Present

- Design and implement gameplay systems spanning combat, narrative, AI, audio, UI, and level content for *Desert Bird*.
- Prototype and iterate features with designers and artists in Unreal Engine 5, translating creative goals and critical feedback into functional in-engine gameplay.

Software Engineer I | Charter Communications

Jul 2025 – Present

- Develop production software supporting DOCSIS/DPoE device configuration generation for Legacy Devices, IP address management, new speed tiers and service flows, and configuration files as part of the Device Activations team under Wireline Activation and Management.
- Built an internal full-stack application to automate migration from DTFTP to Rust-based RTFTP, reducing manual engineering effort and improving development workflows.

Technical Designer • Gameplay Scripter • UI Programmer | Bolder Games

Aug 2021 – Feb 2024

Walt Disney Imagineering subcontract • Additional roles: Technical Project Manager, Senior QA Analyst

- Designed, implemented, debugged, and iterated gameplay systems, UI, and tools using C++, Unreal Engine, Unity, and proprietary scripting languages across shipped titles and prototypes.
- Shipped Walt Disney Imagineering's **2023 Thea Award-winning Star Wars: Galactic Starcruiser** D3-O9 in-cabin logistics droid experience; implemented gameplay and scripting for pre- and post-launch content.
- Prototyped narrative and gameplay in Unreal Engine 5 for *The Operative*, the premiere espionage experience for Jon Snoddy's Operative Games
- Developed new functionality and UI systems for the shipped 2AD Animation Software, enhancing performance and improving production workflows for game and film animation teams.
- Led gameplay prototyping for a 1-v-4 multiplayer dungeon crawler featuring procedurally generated maps, guiding a small cross-disciplinary team through rapid gameplay iteration and playtesting.
- Mentored and led designers and engineers, established coding and documentation practices, and improved debugging workflows and internal tools supporting AI characters and game resources.
- Led QA efforts on additional shipped titles across Steam, iOS, and Nintendo Switch, including *Roboshark Rampage*, *The Adventures of Spunk Dodgers and Splat*, *Starballs*, *Deep Space Scoundrel*, and *Virballs*.

Research Associate | ACME Lab

May 2021 – Aug 2021

- Developed game demos and built units for the TinyCade project, which reimagines gaming with cardboard.
- Assisted with prototyping, playtesting, and writing a research paper for the AR Drum Circle project - an AR-based application which allows musicians to jam together in real time.

SELECTED PROJECTS

The Space Odyssey — Educational VR game made in Unity and demoed on the Meta store, 2022–2023. Designed to be experienced solo or multiplayer with up to four players in a session.

The Perilous Planet — 2D singleplayer adventure game; 2021 C9Hacks Best Developer Award winner.

EDUCATION

