

Ryan Ramos

Self-taught Gameplay Programmer

CONTACT

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EXPERIENCE

Student Programmer

Gameheads Classic
June 2020 – PRESENT
C# | C++

Student Programmer

Bayside Highschool
September 2017 – June 2021

EDUCATION

Riverside Community College, CA

AS Computer Science
September 2022 – PRESENT
C++

Queens College, NY

AS Computer Science
August 2021 – December 2022

Bayside Highschool, NY

Computer Science & Web Design CTE
September 2017 – June 2021
Python | JavaScript | HTML/CSS | SQL

SKILLS

Programming

C++ | C# | Python | JavaScript | HTML/CSS

Engines

Unity Game Engine | Pygame

Tools

Visual Studio | Git | Trello |
Microsoft Office | Miro | Slack | Photoshop | Github

GAMEPLAY PROGRAMMING

- Programmed an algorithm to **procedurally generate** rooms in Unity using Raycasting and tested the limits of **Object Oriented Programming**. (C# - GLOW)
- Programmed a **State Machine** in Unity for player and enemy animations and created pipeline tools for artists to fully utilize it (C# - GLOW).
- Utilized **Scriptable Objects** to create a modular ability system and different enemy types. (C# - GLOW)
- Produced readable and modular code followed by patch notes in every commit message. (C# / Git)

IMPLEMENTATION

- Implemented game design **pipeline tools** to iterate **balancing changes** for character abilities and various enemy types. (C# - GLOW / Reticent / Let It Out)
- Completed official **Technical and Programming Design documentation**.
- Experienced with various **project management tools**. (Trello / Miro / Slack)
- Updated game progression using **source control** tools. (Git / Github)

COMMUNICATION AND TEAMWORK

- **Collaborated in teams** during accelerated summer programs and attended **weekly SCRUM meetings** to ensure project goals were being accomplished.
- Attended 1 on 1 **weekly mentor meetings** with industry professionals to receive feedback on game progression and **learn new concepts**.
- Received **weekly feedback** from a board of professional game developers to ensure project expectations were being met.

HIGHLIGHTED PROJECTS

- **GLOW | Lead Programmer | Team of Five | Gameheads SAP | June 2022**
 - Programmed an algorithm to procedurally generate rooms for level progression in Unity using Raycasts. Implemented an ability system using Scriptable Objects. Programmed player and enemy mechanics and a State Machine for all animations. Created artist, level and game design pipeline tools in the Unity editor.
- **Let It Out | Solo Dev | Gameheads Spring Semester | March 2021**
 - Utilized Object Oriented Programming to create six different enemy types. Programmed multiple boss levels and niche character mechanics.

Utilized Unity's event system to trigger various game progression checkpoints.

- **Reticent | Lead Programmer | Team of Six | Gameheads SAP | June 2021**
 - Programmed a dialogue system for Player and NPC interaction by creating classes and custom object types in Unity. Programmed UI functionality. Created pipeline tools for artists and game designers in the Unity editor.
- **21: The Card Game | Riverside Community College | January 2023 | C++**
 - Programmed a text-based card game utilizing the foundational concepts of C++. Utilized pass-by-reference functions to determine card values and suits that were stored in vectors.