Ryan Swartzman

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About Me

I am a recent computer science graduate looking for a position where I can work collaboratively and creatively to solve interesting problems. I love programming and designing systems, and I build games in my free time.

Education

Bachelor's of Science, Computer Science; focus in Game Design, Dec 2014

University of California Santa Cruz

Skills

- Proficient in C#, Java, C, Javascript, Lua, and C++
- Experience with SVN, Sourcetree, Git, and collaborative repositories
- Readily adaptable to new languages and technologies
- Leadership experience over small team using agile methodology

PROFESSIONAL EXPERIENCE

Programming/Research Intern, *June 2012 - August 2012*

Privacy Choice **,** Santa Cruz, CA

- Developed Chrome add-on in HTML5 & Javascript
- Research and data analysis for web security and privacy related topics

Programming Intern, *June 2011 - August 2011*

Chronic Logic, Santa Cruz, CA

- Ported game from windows to Xbox360 in XNA
- Modernized game code from XNA 3.2 to 4.0

PROJECT EXPERIENCE

Producer / Software Engineer

UCSC Thesis Project, "Nocturnum" *Sep-Jun 2014*

- Working with a team of 5 to build a game over the course of 9 months
- Designed 3D projectile physics system, building management system, and upgrade system
- 3D game built in Unity Engine in C#

Project Lead & Developer

Game Design Foundations Game, "Wayward Trader" *Mar-Apr 2013*

- Working with partner to build game in 4 weeks
- Designed and implemented arbitrarily large procedural game world generation system
- In game trading with economy based off of surrounding generated terrain

Project Lead & Developer

Global Game Jam 2012**,** "Kings of Alchemy" *Feb 2012*

- Working with a team of 7 to build a game in 48 hours
- Designed and implemented many physics-based abilities, and destructible tile system

Developer & Systems Designer

Game Design Experience Game**,** "Thrust" *Jan - Mar 2011*

- Working with a team of 4 to build a game over the course of 10 weeks
- Developed game AI & object generation systems
- Built in C# with farseer physics library