

Ryan S. Peterson

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Portfolio: <http://ryanspeterson.weebly.com/>

Video of my portfolio: <https://www.youtube.com/watch?v=fKlhzzcQ0x4&t=>

UNITY EXPERIENCE

Certification

Unity Certified Developer September 2017

Released Applications

Wispy

Mobile balance game on Amazon devices.

Professional

User Interface Developer at Virtual Immersive Environments

September 2014 – May 2015

- Created the User Interface of a 3D fashion app called Visageo using Unity and C#
- Worked closely with another developer to add networking to Visageo
- Created a functioning login, and chat using Unity networking
- Thoroughly tested Visageo to assure product quality
- Managed multiple projects while maintaining quality while under strict deadlines
- The startup ran out of money

Personal

Altercation

Released: In Development

Multiplayer character creation game. Solo project running the business, creating all assets

Spider Simulator VR

Released: February 2020

VR simulation game about being a spider. Made for the 2020 Global Game Jam

Other Unity Work

Consistently working with the latest iteration of Unity in the creation of games for a wide variety of game jam projects creating multiple games a year since 2014. A game jam consists of gathering a team and creating a game in 48 hours.

WORK EXPERIENCE

IT Web Developer / Liberty Oilfield Services

November 2017 – April 2020

- Responsible for the creation of websites for displaying company database information
- Used SCRUM to self direct completion of tasks
- Worked with C#, SQL Server 2012, Excel, Visual Basic, ASP.NET

Software Developer / Business Analyst at LenderLive

October 2016 – July 2017

- Responsible for the creation of sales reports increasing efficiency of sales operations

- Supported automation of billing and invoicing
- Worked with C#, SQL Server 2012, Salesforce, Cisco Call Manager, Excel
- Laid off due to company financial problems

Software Developer at Dsoft Technology

August 2015 – January 2016

- Responsible for web application development and testing for multiple clients and working with teams to develop web applications efficiently.
- Worked with Umbraco, C#, HTML, and CSS to create multiple client websites.
- Used SCRUM to effectively manage tasks and complete work within deadlines
- Laid off due to lack of contract work

Software Developer at Red Mind Solutions

August 2014 – September 2014

- Used AngularJS to create the user interface for the company product
- Added support for ng-grid to the company product
- Integrated Packery into the company product
- Gained experience with the MEAN stack
- The startup ran out of money

Quality Assurance Intern at Intelligent Software Solutions

August 2010 – January 2013

- Spent six months testing company products through JIRA
- Used Java to maintain quality in company products
- Attended weekly meeting assessing progress
- Worked in a large team to ensure the quality of the company's products

EDUCATION

University of Colorado Colorado Springs

Bachelor of Innovation in Game Design and Development Minor in Computer Science

August 2010 – May 2014

GPA: 3.236 GPA out of 4

SKILLS

Languages: C#, Java, C++

Databases: SQL Server, Amazon Web Services

Other: Unity, HTML 5, CSS, JIRA, SVN, Git, SQL, Umbraco, Salesforce, Excel, ASP.NET

Some experience: Objective C, iOS, Android, AngularJS, CryENGINE, Gimp, GhostDocs
