

Ryan S. Peterson

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

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

UNITY EXPERIENCE

Professional

Unity Developer at Digital Cloak

July 2020 - Present

- Created a 3D simulation for the training and deployment of anti terrorist measures
- Created a UI to visualize company data integrated with company systems
- Created an AR office visualization on iOS
- Obtained Common Access Card and Secret security clearance
- Worked with Unity, C#

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

Certification

Unity Certified Developer September 2017

Released Applications

Altercation Character Generator

Tool for creating game ready character assets

Wispy

Mobile balance game on Amazon devices

Personal Unity Work

Consistently working with the latest iteration of Unity in the creation of games for a wide variety of projects, creating multiple games a year since 2014 with a variety of teams. Projects include multiple VR projects, multiple online multiplayer games, a party game using Airconsole, a game with Twitch integration and a balance game.

WORK EXPERIENCE

Unity Developer at Digital Cloak (See Above)

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

Software Developer at Dsoft Technology

August 2015 – January 2016

- Web application development and testing for multiple clients working with teams
- Worked with Umbraco, C#, HTML, and CSS to create multiple client websites.
- Used SCRUM to effectively manage tasks and complete work within deadlines

User Interface Developer at Virtual Immersive Environments (See Above)

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 and Packery into the company product
- Gained experience with the MEAN stack

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
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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, Airconsole, Tabletop Simulator, VR & AR development

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