

Ryan Kirschman

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(504) 210-7554

Skillset

- 🎮 C++
 - 🎮 C#
 - 🎮 Javascript
 - 🎮 Unity
 - 🎮 Unreal Engine 4
 - 🎮 Linear Algebra
 - 🎮 Vector Calculus
 - 🎮 Combinatorics
 - 🎮 Probability
 - 🎮 Classical Physics
 - 🎮 Level Design
 - 🎮 Gameplay Design
 - 🎮 Leadership
 - 🎮 Team Management
 - 🎮 SVN/Git/Perforce
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Projects

- 🎮 *Undisclosed AAA Mobile Game* - Unity
Software Engineer - 30 Person Team
Handled Steam Port, VFX System, and UI
 - 🎮 *Titan: Dawn* - Unity Project
Game Programmer
Camera System, Enemy/Boss AI
titandawn.com/
 - 🎮 *Skyreach* - Unity Project
Lead Engineer/Tech Designer
Created Camera System, Track System, UI
rainbowgoats.com
 - 🎮 *Tess* - Unity Project
Created 4D System, Enemy AI, Player
Physics
tess4d.com
 - 🎮 *Avatar IVR* - Unity Project
Sole Engineer
Dialogue Logic, XML Parser, UI
 - 🎮 *Betwined* - Unity Project
Sole Engineer
Created Visual Scripting language and editor that
exports to XML
 - 🎮 *MAP* - Website
Sole Engineer
Created website that allows for scheduling and
symptom management.
 - 🎮 *Project Rred* - Google Cardboard/Unity
Sole Engineer
Integrated UI, Created Gameplay for VR
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Work Experience

- 🎮 React Games
Software Engineer
Undisclosed AAA Mobile Game
Nov 2016 – Mar 2017
 - 🎮 Viewpoint Games
Programmer on *Titan: Dawn*
May 2016 – Oct 2016
 - 🎮 GApp Lab and University of Utah
Engineer on Unity project *Avatar IVR / Betwined*,
Jan 2015 – May 2016
 - 🎮 Phyken Media
Engineer on *Project Rred*
Sept 2015 – Mar 2016
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Education

- 🎮 University of Utah EAE - Master's Degree
Graduated: 05/16
Engineering Track
- 🎮 Tulane University School of Science and
Engineering
Bachelor's Degree
Major: Math and Physics
Graduated: 05/12