

Ryan Mallett

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Objective

Ryan is seeking to become a professional game programmer in c++, c#, Unity or Virtual Reality. After successfully completing his 2 year Advanced Diploma, Ryan is ready for the next step in his professional development as a game programmer working with a dynamic team of like minded professionals.

Profile

Ryan is a Game Programmer who has just completed the Advanced Diploma of Professional Game Development at the Academy of Interactive Entertainment in Sydney. He is committed to the industry and is devoted to creating advanced programs for the Gaming market.

Ryan was the sole programmer in his final major assignment and successfully created a Virtual Reality game based on C#. His experience includes C++, C#, and Unity3D.

Experience

Game Projects:

Illuminate (HTC Vive) 2017

Team Size: 6, Artists: 3, Designers: 2, Programmers: 1

Roles: Programmer

Game Engine: Unity3D using C#

Illuminate is a Virtual Reality puzzle game where you are a child wondering through a magic forest solving puzzles. This was created as the final major project for his studies and practical assignment.

Being the solo programmer in this group Ryan did all the programming design and coding. He also instructed and taught the artists how to effectively use Unity3D.

Self Selection (PC and Xbox) 2016

Team Size: 5, Artists: 1, Designers: 2, Programmers: 2

Roles: Gameplay Mechanics and UI programmer

Game Engine: Unity3D using C#

Self Selection is a first person, horror game where 4 people are enduring a procedurally generated maze in which they have to solve and unlock the exit, all while another player is chasing them down as the "Hunter".

Work:

Dates: 2nd April 2018 - 27th April 2018

Company: Elanation

Role: Unity Developer

At Elanation I worked on their mobile app "Elanation: fun virtual world" which is on iOS and Android. This app has interactions with the fit watch, ETurnbo. While there I helped fix and improve the app which included writing plugins for the Android version, pulling in and using data from a database using lambda functions and creating and editing scenes in Unity3D for a mobile app.

Education

2017, Academy of Interactive Entertainment in Sydney - Advanced Diploma of Professional Game Development

2015, Pennant Hills High School - Higher School Certificate

Skills

Programming Languages: C++, C#

Software Experience: Visual Studio, OpenGL, Microsoft Office, Perforce, Sourcetree, Android Studio.

- **Graphics Programming:** Experience in OpenGL with Animations, Lighting, Particle Effects, Post-Processing Effects, Shadows, Deferred Rendering, Procedural Generation, GUI, Volume Rendering.
- **Physics Programming:** 2D and 3D physics engine, Collision Detection with rays and different meshes, Player Controllers, Ragdolls, Joints and Springs, Performance Optimisation.
- **Game Engines:** Have completed projects in the Unity3D engine including a Virtual Reality game using SteamVR and the HTC Vive, and updating and pushing a mobile app to iOS and Android.

Ryan has experience in working in teams of up to six, with artists, designers, and programmers, with the longest project being 14 weeks.

Interests

Personal interests.

- I have been playing soccer for the last 16 years – I'm now Team Manager
- Mona Vale Life Savers Club, 2003 - 2013, LifeSaver certified
- I spent time as a Helper at Normanhurst West Community Preschool
- I like gaming and considering new ideas for Games

References

James Murchison
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