

Ryan Spencer

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Education

Rochester Institute of Technology • Bachelor of Science • Game Design and Development • Immersion in Japanese

Technical Experience

Portfolios:

- Main: <https://spencer-portfolio.com>
- Github: <https://github.com/RyanSpencer>

Languages and Plugins Known:

- Heavy Experience: C#, Java, C++, HTML, JavaScript, AngularJS
- Moderate Experience: JQuery, NodeJS, CSS, Linux, React, Vue
- Light Experience: OpenGL, XML, JSON, Bash

Software Known:

- IDEs: Visual Studio, Eclipse, Brackets, Visual Studio Code, IntelliJ IDEA
- Programs: TortiseSVN, Apache Library, Tomcat, Maya, FileZilla, Unity, Unreal, PuTTY, JIRA

Employment History

Software Developer • Mindex Technologies Inc. • August 2018 - Present

Work on a Scrum Agile team inside Paychex, beginning and shipping new projects on average every 9 months. Working as a full stack developer in a multitude of technologies along with engaging in the Agile process. Projects utilize a variety of tech including database integration, component-based libraries, functional programming, and robust unit testing. Mentoring under senior leadership to learn about aspects of operating a Scrum team as well as running some of the regular meetings.

Technology Counselor • Emagination Computer Camps • Summer 2016

Provided technical instruction for groups and individual children ranging in age from 8-18. Curriculum included: Game Design, Google VR Support, Portal 2 level designer, Minecraft Redstone and Maya 2016.

Programming Intern • G3 Technologies • Summers 2014, 2015 & 2017

Worked on a four-person team designing Web GUI to replace a windows-based application that would read-in information from server and display in an easy access format. Created initial prototyping for Web GUI design, transitioned into full prototype, worked with team to implement other modes of the server in full. Worked on Maintenance and bug fixing for Web GUI. Set up a specialized server using CentOS. Created testing scripts for Linux servers to test inhouse code.

Projects

Lost and Found Game Series - March 2018 - May 2018

Developed reporting tools for sales, revenue, and royalty for board/card game series released through MAGIC Spell Studios using print-on-demand services. Directly reported to the Executive Producer of the game series.

Orbit Rings - Fall 2016 - Spring 2017

Javascript and node.js based multiplayer web game using canvas to display and socket.io to join players. Originally wrote the game from scratch in javascript, then rewritten to work with node and socket.io while expanding to a two-person team, then optimized and feature improved while expanding to a 3-person team.

Harlem Coin Hero - Mar 31 - Apr 2, 2017

Made for HeroJam 2016, a game jam in Rochester NY, in a 5-person team using Unity. Worked on UX design and overall bug fixing. Game was completed in 72 hours.

Paul and the Yum Yum Crew: The Eternal Search - Spring 2015

Final Group Project in Class. Worked with 4 others to create final product over 4 months in C# with MonoGame, Focused on Collision detection, various in-between debugging and aiding others in tough areas.

Achievements

2nd Degree Black Belt Tae Kwon Do • Demonstration Team • National Honor Society