Kevin Ryan

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Portfolio: kevinryangames.com/ | LinkedIn: www.linkedin.com/in/kevin-ryan-games/

Summary Profile

I am a Computer Game Designer passionate about sound design, writing, and game design. I have led and designed projects as an audio director, designer, and producer. I am known to be a hardworking easy-going person who is adaptable to any situation or group.

Game Project Experience

2019

8 months

"Cards and Clubs The Game" , Audio Director, Sound designer, Composer, Game Designer (team of 5)

Couch verses competitive card golfing game.

- Produced, and created all sounds in game
- Designed basic game flow, and half the cards
- Created all the music heard in game
- https://kevinryangames.com/2019/06/10/cards-and-clubs-the-game/

2018

3 months

"Kleptos from Outer Space" , Sound Designer, Audio Co-Director (team of 30)

Single player, On-Rails-Shooter/Typing game

- Directed, and designed 90% of all sounds in game
- Lead team members to reach deadlines, and complete tasks for sprint
- Used extensive foley work to create all sounds
- https://kevinryangames.com/2018/12/13/kleptos-from-outer-space/

2017

1.5 months

"Deadline" , Game Designer, Audio Director, Composer, and Sound Designer (team of 5)

Single player, point and click adventure mini-game

- Designed multiple minigames
- Designed multi room music lock system
- Created a dynamic track that changes throughout the game
- kevinryangames.com/2018/10/31/deadline/

Work Experience

**June 2018-
Current**

Event Technician

George Mason University

- Set up complex audio, video and lighting displays
- Maintained high profile events with upwards of 500 attendees

- Mixed and set up over one hundred venues

June 2018-
August
2018

Quality Assurance Intern

Virginia Serious Game Institute

- Identified, replicated, and documented software bugs
- Maintained highest report volume between all interns present during tenure
- Provided constructive feedback on many projects

June 2017
– August
2017

Game Design Instructor

Mindframe Education

- Over 20 different camps taught
- Ages 5-15
- Taught Unity, Kodu, Scratch, MCreator, and pen and paper game design
- High satisfaction rate from students and parents

Education

2015-2019 **Bachelor's Degree in Computer Game Design – George Mason University**

- Dean's List recipient: 3.64 GPA
- Tencent Game Honor Scholarship Recipient 2018-2019

Conferences and other Courses

- Presented at/attended East Coast Game Conference
- George Mason University Voice Acting Club member

Software Skills

- **DAW's:** Audacity, Ableton Live, Logic Pro, Reason, Reaper
- **Middleware:** Elias, FMod, Wwise
- **Engines:** Unreal Engine, Unity, Twine
- **Scripting:** C/C++, C#, Java, HTML, Python
- **Video:** After Effects, Premiere
- **Art:** Photoshop, Illustrator, Adobe Xd, 3DS Max,
- **Business:** Microsoft word, Microsoft Excel