Ryan Jacob Pfeifer

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➢ EDUCATION

- **B.S. Computer Science Texas A&M University**   **May 2020**
  - GPA: 3.96
  - Minors: Game Design and Development, Cybersecurity
  - *Related Coursework:*
    - Level Design   Artificial Intelligence
    - Game Design   Computer Graphics
    - Game Development   Operating Systems

➢ WORK EXPERIENCE

- **Associate II Technical Designer** at *Aspyr Media*   **March 2022 - Present**
  - ❖ *Star Wars: Knights of the Old Republic Remake* (March 2022 - Present)
    - Scripted and programmed tools and reusable assets in Unreal Engine 5 for use by content designers
    - Worked closely with Combat Designers and Level Designers to iterate on custom tools and pipelines
    - Assisted in shipping a fully-playable vertical slice demo to our business partners
- **Gameplay Engineer** at *ArtCraft Entertainment*   **June 2020 - February 2022**
  - ❖ Unannounced Project (August 2021 – February 2022)
    - Utilized Unreal Engine 4 tools and technologies to create a prototype action RPG multiplayer project
    - Architected and implemented core gameplay features including enemy AI, combat systems, and UI
    - Collaborated with design to fine-tune and implement game systems from game design documents
  - ❖ *Crowfall* (June 2020 – August 2021)
    - Built and debugged various gameplay features to help ship a live-service MMORPG using Unity
    - Assisted in onboarding new hires and transferring game system ownership
    - Helped establish a network payload contract between user's clients and various microservices
    - Promoted from associate to mid-level Gameplay Engineer after one year
- **Software Engineering Intern** at *Synchrogrid*   **May 2019 – August 2019**
  - Worked at a startup company on the back-end of a smart grid Node.js application in C++
  - Learned and utilized an industry-specific scripting language (CUPL) to automate calculations for power lines
  - Made and published a Visual Studio Code syntax highlighter for CUPL which has been installed over 360 times
  - Built an automated testing framework for the back-end of an application using Jest and the SheetJS API

➢ PROJECTS

- ***Chillennium* 48 Hour Game Development Competition (1st Place Overall Winner)**   **Fall 2019**
  - Competed in a team of 4 to develop a video game in 48 hours using Unity and C#
  - Rapidly prototyped, designed, and implemented gameplay mechanics and AI behavior
  - Won 1st Place Overall out of over 90 games judged with around 400 participants
- **Game Development Project** - *Frog and Croc* Team Leader   **Fall 2019**
  - Led an interdisciplinary team in developing a semester-long video game project using Unity and C#
  - Designed and implemented gameplay mechanics, programmed player movement, and designed levels
  - Highly praised by a panel of professional game developers
- **Interactive Virtual Environments Project** - *Reflector VR*   **Spring 2019**
  - Developed a VR game with a team of artists and programmers using Unity, C#, and HTC Vive hardware
  - Utilized the SteamVR library to implement gameplay mechanics, program AI behavior, and design levels
  - Demoed the game live at the *Vizagogo Visualization Showcase* where attendees played the game
- **Personal Project** - *Summon the Spell Book*   **Summer 2019**
  - Collaborated with a small team to draft and iterate on a game design document
  - Prototyped and iterated on gameplay mechanics, programmed AI behavior, and designed levels using Unity
- **Volunteering - Coding Lessons for 5th Grade Students**   **Fall 2016 – Present**
  - Organized and prepared slideshows and code samples for the *Hour of Code* using Google Slides and repl.it
  - Taught lessons covering various programming concepts such as AI, cryptography, and binary numbers

➢ SKILLS

- **Programming Languages**
  - C++, C#, Java, JavaScript, HTML, CSS, Python, x86 Assembly
- **Software**
  - Unreal Engine 4 and 5, Unreal Blueprints, Unity, Git, Perforce, OpenGL, GLSL