

# Ryan C Davison

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<b>OBJECTIVE</b>	Develop innovative games and technology that provide unique user experiences.	
<b>EDUCATION</b>	<b>DigiPen Institute of Technology</b> <span style="float: right;"><b>2009 - 2013 (Expected)</b></span> B.S. in Computer Science in Real-Time Interactive Simulation	
	<b>Yakima Valley Community College</b> <span style="float: right;"><b>2003 - 2004</b></span> Production Art/Graphic Design	
<b>SKILLS &amp; KNOWLEDGE</b>	Versatile coder, adept at technology development including interactivity, testing and debugging	
	<ul style="list-style-type: none"><li>• <b>Languages:</b> C/C++, HTML5, JavaScript</li><li>• <b>Knowledge Of:</b> SVN, OpenGL, WebGL, TCP &amp; UDP, CSS, SQL, ActionScript</li><li>• <b>AI Techniques:</b> A*, HTNs, G.O.A.P., Flocking, Formations, Influence Maps</li><li>• <b>Databases:</b> Relational, SQL Server</li></ul>	<ul style="list-style-type: none"><li>• <b>Math:</b> 3D, Linear Algebra, Calculus, Splines, Probability &amp; Statistics, Physics</li><li>• <b>Communication:</b> Leadership &amp; Management, Public Speaking &amp; Presenting, Team Settings</li><li>• <b>Design &amp; Graphic Communications:</b> Website Design, Adobe CS, Traditional Art, Fabrication</li></ul>
<b>STUDENT DEVELOPMENT</b>	<b>Wheelin' Big - HTML5/JavaScript - Sole Developer</b> <span style="float: right;"><b>2013 (In progress)</b></span> • <i>A side scrolling, obstacle clearing, monster truck game focused on learning APIs including multi-touch &amp; gyroscope input, WebSocket, FILE, WebGL, Box2dWeb, and Node.JS</i>	
	<b>Squad Tactics: Dynamic Planning - C++ - Sole Developer</b> <span style="float: right;"><b>2012 - 2013 (In progress)</b></span> • <i>A squad based behavior research project on NPC/Player cooperation and dynamic adaption</i> • Implemented planner, scheduler, A* search algorithm, squad formations, and influence maps	
	<b>Man Vs The World - HTML5/JS - Sole Developer</b> ( <a href="http://www.mvw.ryancdavison.com">www.mvw.ryancdavison.com</a> ) <span style="float: right;"><b>2012</b></span> • Simplified port of <i>Man Vs The World</i> - C++ to HTML5/JavaScript (Chrome and Firefox only)	
	<b>Man Vs The World - C++ - Programmer</b> ( <a href="http://www.manvstheworldgame.com">www.manvstheworldgame.com</a> ) <span style="float: right;"><b>2011 - 2012</b></span> • <i>A 2D, side-scrolling shooter with platforming elements developed by 6 team members</i> • Primary role as Programmer; also Supportive Artist in creating quality placeholder art • Designed and Implemented multi-axis sweep and prune collision detection system • Constructed dozens of automated tests for custom containers which detected many bugs • Created sound effect randomization and music track (with intro, loops, and outro) systems	
	<b>A Flipping Good Time - C++ - Programmer</b> ( <a href="http://www.aflippinggoodtime.com">www.aflippinggoodtime.com</a> ) <span style="float: right;"><b>2010 - 2011</b></span> • <i>A free flowing, 2D, explorative, adventure platformer developed by 7 team members</i> • Primary role as Programmer; also Art Director, Artist, and Animator • Implemented collision detection and response system • Co-developed terrain border system to procedurally mask all environment tile transitions • Created animations and mapped triggers to gameplay events	
<b>AWARDS &amp; ACHIEVEMENTS</b>	<b>Man vs the World (2012)</b> <b>Darkcade Finalist</b> - Selected to be showcased at <i>Toronto After Dark Film Festival</i>	
	<b>A Flipping Good Time (2011)</b> <b>PAX10 Showcase</b> - Selected by a panel industry experts for 2011 <i>PAX10</i> showcase <b>Game Developers Magazine (Oct 2011)</b> - Team interview on development of the game <b>Extra Credit Innovation Awards</b> - Nominated for <i>Most Unbelievably Awesome Fun</i>	
	<b>WORK EXPERIENCE</b>	<b>DigiPen Institute of Technology</b> - TA for Math300 (Curves and Surfaces) <span style="float: right;"><b>2012 - 2013</b></span> Grade student projects and homework as well as provide help with the subject matter
	<b>Easy Choppers &amp; Tattoos</b> - Apprentice / Tattoo Artist <span style="float: right;"><b>2009 - 2011</b></span> Apprenticed under established artists to learn the trade and become licensed by the state	