

Ryan Jaime

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(831) 262-3224 | 1324 West St, Hollister, CA 95023

Education **Bachelor of Science in Computer Science: Computer Game Design**
University of California, Santa Cruz *Expected Graduation: December 2018*

Experience **UC Santa Cruz Grader/Tutor** *April 2018 - Present*
Tutor and grade students developing web based games using HTML/JavaScript and the Phaser framework

UC Santa Cruz Reader/Grader *January 2018 - March 2018*
Graded written assignments for the Game Systems course

Food Service Worker *September 2016 - April 2018*
Cashier and food preparation duties

Mr. O's Community Jazz Band *2012 - 2017*
Performed for charity and nonprofits

Projects **Psychoacoustic** *September 2017 - Present*
Co-Lead designer and developer of this VR Rhythm game

Nuclear Throne: Desert King *Winter 2017*
Collaboratively designed and playtested this card game adaptation of Vlambeer's Nuclear Throne

The Woodsie *November 2016*
Supporting actor of this student film project

Chancellor Tycoon *April 2016 - June 2016*
Lead Artist and Designer of this campus-builder game

Skills	Game Design	Computer Science	Software & Tools
	Systems Design	Proficient: C++, Java, C#, Python	Unity Phaser
	Artificial Intelligence	Intermediate: C, HTML/CSS/JavaScript	Blender Sony Vegas
	Audio	Pure Data	REAPER FamiTracker
	Scrum/Agile		GitHub

Interests Game Design and Art Collaboration - UCSC student organization
Competitive Gaming - master rank in League of Legends in 2015
Musicianship - trombone, accordion, flute, piano, composing