

Ryan Jaime

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Experience

UCSC Tutor & Grader (Game Design Experience, Game Systems) Jan. - Dec. 2018
Tutored UCSC game design students one-on-one developing HTML5 games using HTML, JavaScript, and Phaser. Playtested and graded student designed systems based analog games.

Tech Rocks! Teaching Assistant Jul. - Sep. 2018
Taught groups of 20 students aged 6 - 13 coding, game design and typing skills.

Projects

beat Box (Unity VR Rhythm Game) [\[link\]](#) Sep. 2017 - Dec. 2018
Lead programmer, designer, and producer in a team of three. Awarded a \$5000 grant by UCSC's GameGO to continue development. Programmed in Unity C# for Oculus Touch. Delegated responsibilities within the team using Agile, Scrum, and Trello. Iteratively designed and pitched the proposal to UCSC professors.

Unity Volcano PCG Terrain [\[link\]](#) Dec. 2018
Solo project in which I procedurally generated a family of volcano landscapes. Uses Substance Designer textures, particle systems, and Cg/HLSL Shaders.

Unity Audio Visualizer [\[link\]](#) Oct. 2018
Solo project in which I scripted a Unity mesh to displace its vertices according to the samples of any given audio file.

Nuclear Throne (Card Game Adaptation) [\[link\]](#) Mar. 2017
Systems designer in a team of four. We analyzed how mechanics combine to create high-level systems, designing and refining these systems to capture the heart of a digital game and make it engaging in a completely different medium.

Education

Bachelor of Science in Computer Science: Computer Game Design
University of California, Santa Cruz Graduated Dec. 2018

Programming Skills

Proficient: C#, HTML/JavaScript, Python, 3D Math.
Intermediate: C++, C, Java, OpenGL, GLSL, Cg, HLSL.

Game Development Software

Proficient: Unity 3D, Oculus, Phaser.
Working Knowledge: Substance Designer, Blender, Android Studio.

Production Skills & Software

Git, GitHub, Agile, Scrum, Trello.