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WEBSITE
RyanStanley.design

EDUCATION
University of Central Florida
2016-2017

MS in Interactive Entertainment with a specialty in Technical Design

EXPERIENCE
Ion 247 LLC
Orlando, FL
Technical Analyst
Assisted local companies with IT and technical issues

SKILLS

LANGUAGES
- **C#**
- **C++**
- **Actionscript 3.0**
- **Unreal Blueprints**

ENGINES & TOOLS
- **Unity**
- **Flash**
- **Unreal**
- **Photoshop & Illustrator**
- **PerForce**

CREATIVE DISPLINES
- **Systems Design**
- **Scripting**
- **Level Design**
- **Video Production**
- **Creative Writing**
- **Server Management**

RYAN STANLEY
TECHNICAL DESIGNER

WORK AND PROJECTS

Longshot: Homecoming   Jan 2018 - Jun 2018
A narrative single-player experience in Madden 19.

Technical Designer

- Used EA's Frostbite and legacy software to create football scenarios and cinematic transitions to fit the desired narrative and tone.
- Rapidly prototyped different techniques to simulate motion in a car by manipulating shaders and materials through visual scripting.
- Worked with audio engineers to implement audio triggers for game commentary and modified existing cutscenes to work with new commentary.

The Draft   May 2017 - Aug 2017
A VR game that combines strategic and hand-to-hand combat elements.

Technical Designer

- Designed the arena UI and worked with artists to ensure it fit a sports atmosphere.
- Designed and implemented an audio assistant to the player that provides a tutorial and tips.
- Fixed general bugs that were found in both Blueprints and C++.

Oracle   Aug 2017- Dec 2017
A TRPG based in ancient Greece where the player can predict enemy movement.

Programmer/Designer

- Wrote several character backstories and provided programmers with documents describing mechanics.
- Wrote C# scripts that provided tools to the designers and gameplay mechanics.
- Programmed the inventory, shop, and abilities system in the game.

Card Link   Feb 2017 - June 2017
A VR card game that aimed to bring players into a magical card battling world.

Technical Designer

- Worked with programmers to create a cleaner code base for the project.
- Designed a competitive card battling system.
- Created an effects system in C# that created post-process effects for the game.