

RYAN FARRELL

Game Developer



Alpharetta, Georgia



rfarrell724@gmail.com



+1(716)712-7481



www.linkedin.com/in/rfarrell/



www.ryanfarrell.me

Experience

Hi-Rez Studios

Alpharetta, GA

Senior Software Engineer - Gameplay

June 2016 - Present

- God Development – Worked on 11+ new characters, creating new tech for abilities and other features, working across departments to get the final vision in
- ColorForge Technology – implemented color changing technology that applies to various skins in game. This technology changes models and vfx.
- Adventures and Game Modes – Led development on Slash and the Capture the Flag game mode, assisted on the 2nd Dungeon Crawl game mode
- Fixes and Reworks – Created solutions to fix and implement item, ability and system bug fixes and reworks, often solving complex issues alone

Jackbox Games

Chicago, IL

Engineering Intern

June 2015 – August 2015

- Puzzle Making – Implemented over 30 “bomb” puzzle scenarios
- Controller Styling – Adapted artist specifications for the browser-based controller
- Testing System – Authored test system to allow easier styling the browser-based controller

Education

Rochester Institute of Technology

Rochester, NY

BS: Game Design and Development

May 2016

Skills

Technology

C++, UnrealScript, C#,
ActionScript 3, Perforce, SourceTree,
Atlassian Jira

Soft

Cooperative, Self-starting, Quick-Learner,
Responsible, Sense of Humor