

# RYAN FARRELL

Senior Gameplay Programmer

## ABOUT ME

With 8 years of experience in developing high-quality gameplay features, I have a proven track record of delivering engaging and polished game content while collaborating effectively with cross-functional teams.

## CONTACT



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Buffalo NY  
(Open to Relocation/Remote)



[www.ryanfarrell.me](http://www.ryanfarrell.me)

## KEY SKILLS

C++, UnrealScript, C#.

Unreal Engine 3, Unreal Engine 5,  
Perforce, Atlassian Jira.

Problem-Solver, Cooperative,  
Quick-Learner, Responsible.

## WORK EXPERIENCE

### Hi-Rez Studios

Alpharetta GA

Senior Gameplay Programmer

2016-2024

Titles: *Smite*, *Smite 2*

- God Development (*Smite*, *Smite 2*)  
Created over 15 new characters, developing new technology for abilities and features while collaborating with multiple departments to realize the final vision.
- Live-Service Game Support (*Smite*, *Smite 2*)  
Resolved countless bugs as well as crafted solutions for item, ability, and system reworks for a fast-paced, live-service environment.
- Game Modes (*Smite*, *Smite 2*)  
Engineered new game modes for the project and enhanced existing modes with new mechanics.
- ColorForge (*Smite*)  
Implemented dynamic color-changing technology for select character skins, allowing players to customize their models and visual effects.

### Jackbox Games

Chicago IL

Engineering Intern

Summer 2015

Titles: *The Jackbox Party Pack 2*

- Puzzle Making  
Followed designer specifications to implement over 30 puzzle scenarios and failure explanations.
- Controller Styling  
Adapted artist guidelines for the look of the browser-based controller according to played game.
- Controller Styling Testing Tool  
Developed a test system to streamline access and customization of the browser-based controller.

## EDUCATION

### Rochester Institute of Technology

Rochester NY

BS: Game Design and Development

Grad: 2016