

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



rfarrell724@gmail.com



+1 (716) 712-7481



Buffalo NY
(Open to Relocation/Remote)



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

Senior Gameplay Programmer

Alpharetta GA

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

Engineering Intern

Chicago IL

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

BS: Game Design and Development

Rochester NY

Grad: 2016