RYAN CASEMENT

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Portfolio: https://ryancasement.com

SUMMARY

I am a game designer on many platforms. I practice solution-first design and specialize in working on multi-disciplinary teams. If you're interested in a talented programmer who can also participate in the design process, I'd love to talk to you.

EXPERIENCE

VIDEO-MEDIA CONTRACTOR
Springboard Labs, 7/'24 – Present
Arrow Target Marketing, 1/'25 – Present

Full Stack Developer
Profound Technologies, 4/'24 – 10/'24
- I **Developed** distribution **APIs** for advanced security system.
- I **Debugged** image recognition AI software

UI/UX Developer
Providence Health & Services, 1/'23-6/'23
- I **Developed** an **AR application** to translate 3D volumetric videos for use in instructional programs.
- I **debugged** the program and wrote **technical documentation** for the finalized product.
- I created the program **UI** and wrote the **user tutorial**.

Game Developer Internship
Rabid Troll Studios, 1/'18-4/'19
- Developed and **published** a **platforming game**.
- **Designed user and level mechanics**.
- **Lead QA sessions** and analyzed test results.

SKILLS

Technical:

AdobeSuite HTML CSS C# Python
Unity Maya AR
C++   JavaScript   AGILE
Cross-Platform Development

Design:
UI/UX Design   Game Design
Rapid Prototyping   Narrative Design
Instructional Design

CERTIFICATIONS

Certificate of Instructional Design & Performance Improvement

Certified User: Unity Programmer

Projects

Upmmersive
Providence Health & Services, 2023

Deception Survival Guide: Outsmarting Social Engineering Attacks
MyBaselineBuilder, 2024

Miner Inconvenience
Rabid Troll Studios, 2019

EDUCATION

Master of Education in Learning Design & Technologies
Arizona State University, December 2023
GPA: 3.71/4.0

Bachelor of Innovation in Game Design
University of Colorado, Colorado Springs, 2021
GPA: 3.75/4.0