

Ryan J Smith | Gameplay Programmer

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SUMMARY

Passionate and detail-oriented collaborative game developer with a strong foundation in simulation and interactive experiences. I am skilled in developing immersive gameplay mechanics, optimizing performance, and refining AI behaviors. Experienced in VR training simulations and missile guidance algorithms, with a focus on realism and precision. Seeking a role that allows me to leverage my technical expertise and creative problem-solving skills to develop engaging and high-quality gaming experiences.

EXPERIENCE

RAYTHEON TECHNOLOGIES & VERTEX AEROSPACE | TEWKSBURY, MA

Feb 2022 -
Present

Senior Software Engineer, Unreal Engine Gameplay Programmer

- Collaborated with a team of 35 developers to design, develop, maintain, and support operations, successfully completing 30% of a game within a tight deadline of less than 3 weeks
- Enhanced UI accessibility by translating to Ukrainian with RTX Europe and subcontractors, resulting in on-time delivery and eliminating 10% of Russian Mi-24 Hind helicopters
- Refactored Missile's proportional navigational algorithm to achieve more accurate close contact hits

Apr 2017 -
Feb 2022

Software Engineer, Unreal Engine Platform Architect

- Led architecture and implementation of Patriot's flagship maintenance trainer, focusing on system inventory, UI/UX design, actionable parts, database communication, and event handling.
- Increased client base by implementing a spectrum analyzer feature, resulting in securing several additional buyers.
- Improved efficiency by reducing debug time by 20% through synchronization of three databases simultaneously.
- Developed a standalone application that served as a key feature in selling the US Army on a physical simulator equivalent, leading to a 3x net sales margin for Raytheon.
- Revamped obsolete legacy source code of two production applications, enhancing usability and reducing run time performance by 50%.

Jan 2017 -
Apr 2017

Deep End Games | MANCHESTER, NH

Unreal Gameplay Programmer

- Leveraged expert knowledge of Unreal Engine surpassing milestones ahead of schedule, resulting in a 20% reduction in cost/sales ratio
- Developed and revamped key gameplay elements such as AI behavior and main character whistling mechanic, enhancing game appeal and driving sales growth.

Sep 2015 -
Dec 2015

SKYMAP GAMES | MANCHESTER, NH

Unreal Gameplay Programmer

- Spearheaded career aspirations by interning at Skymap Games, contributing to the growth of the team through learned assimilation and word-of-mouth success
- Played a pivotal role in Skymap's remarkable growth, witnessing a significant increase of over 600% in team size during my tenure
- Developed engaging content for Kickstarter backers, including the creation of levels and 3D models using Unreal Engine

EDUCATION

Jan 2017

Bachelor of Science in Game Programming and Development

SOUTHERN NEW HAMPSHIRE UNIVERSITY | MANCHESTER, NH

- Major: Game Programming Minor: Mathematics, Game Art

SKILLS

- Programming Languages: C/C++, C#, ADO.NET, SQL, HTML, Java, JavaScript, PERL, Python, XAML, XML, HTML/CSS, Lua
- Engines & Simulation: Unreal Engine, Unity, Steam API, Love2D, Construct
- AR/VR/XR Development: Microsoft HoloLens 2, Unreal Engine XR Plugin, Unity 5
- Development Tools: Visual Studio, VS Code, SQL Server Management Studio, Linux, Apache, Cameo MBSE, Flask, Moq, Jira, GitLab, GitHub, SVN, Perforce
- Networking & Security: DevSecOps, Test-Driven Development, MBSE, Security Protocols
- Cloud & DevOps: Azure DevOps, Docker, Kubernetes
- Databases: SQL, Entity Framework, JSON, XML, XAML
- Miscellaneous: Arduino programming, 3D Modeling, Unreal Frontend & Performance Optimization

Certifications

- 2023 CS50x: Computer Science Certificate | Harvard University
- 2024 CS50g: Game Development Certificate | Harvard University

Professional References

- Neal Laurenza, CEO, Skymap Games
- Josue Magallanes, Principal Engineer, Scientific Systems
- Joseph Yull, Senior Software Engineer, Raytheon Technologies
- Frank Alvarado, Section Manager, Raytheon Technologies