# Patrick Ryan, M.S.

**Senior Software Engineer**

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With nine years of experience in professional game development, I am ready to integrate into large, existing codebases and efficiently contribute to development with minimal ramp-up time. I excel at collaborating across disciplines with design, art, and production.

I am looking to work with passionate teams to create exciting gameplay experiences, leveraging my expertise in gameplay programming, system architecture, and optimization. I thrive in dynamic environments where creative problem-solving and technical excellence drive innovation.

## Skills Summary

**Gameplay & Systems Development**
- Experienced in **C#** and **C++** programming in **Unity** and **Unreal** Engine, focusing on gameplay mechanics, AI, UI, and system architecture while ensuring optimized performance.

**Multiplatform & VR Development**
- Developed and optimized games for **consoles**, **PC**, **mobile**, and **VR** platforms, adapting to platform-specific requirements.

**Networking & Engine Tooling**
- Built **networked** gameplay systems, **engine tools**, and workflow improvements, with expertise in **Git** and **Perforce**.

**Collaboration & Leadership**
- Lead and mentor engineers, work cross-discipline with design, art, and production, and communicate effectively across teams.

## Professional Experience

**Skymap Games – Senior Software Engineer** - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - **01/2018 – Current**

Projects: *Southfield*, *Endstar*, *NFL PRO ERA 2025*, *Immortality*, *Everhaven* (aka *Project Dragon*), *Ruined King: A League of Legends Story*, *Knockout City*, *République: Anniversary Edition*, *Sam & Max: This Time It's Virtual!*, *JETT: The Far Shore*, *realMyst: Masterpiece Edition*, *Guildlings*, *Narcosis*
- Lead and mentor in-house engineers across internal and external projects.
- Develop gameplay features such as character & camera systems, tools, and system architecture.
- Utilize modern game engines, Unity and Unreal Engine, with C# and C++.
- Handle profiling, performance optimization, estimation, and high-quality product delivery.
- Work closely with design, art, production, and clients to ensure project success.

**Fancy Bear Games – Owner & Lead Unity Engineer** - - - - - - - - - - - - - - - - - - - - - - - **09/2016 – 10/2022**

Project: *Schlocks*
- Developed over sixty-five virtual reality micro games.
- Created underlying framework to support seamless local multiplayer gameplay.
- Managed contracted support for art and programming.

**Southern New Hampshire University – Adjunct Faculty** - - - - - - - - - - - - - - - - - - - - - **01/2017 – 05/2020**

- Taught eleven courses, averaging eighteen students per class.
- Focused on hands-on learning and technical proficiency.
- Topics such as Intro to Programming, Intro to Game Engines, Virtual Reality and Capstone projects.

**Sovranti (via Toptal) – Unity Developer [Contract]** - - - - - - - - - - - - - - - - - - - - - - - - **07/2018 – 10/2018**

- Designed and integrated new features into existing interaction systems.
- Tested and debugged iOS and Android builds for smooth functionality.
- Identified and resolved UI and performance issues.

**Happy Giant – Unity Virtual Reality Developer [Contract]** - - - - - - - - - - - - - - - - - - - **07/2017 – 11/2017**

Project: *HoloGrid: Monster Battle*
- Ported to Qualcomm ODG R-9 AR glasses.
- Utilized hand-tracking to maximize player immersion.

**NHTI - Concord's Community College – Adjunct Instructor** - - - - - - - - - - - - - - - - - - **09/2015 – 06/2017**

- Taught five courses, averaging eleven students per class.
- Focused on hands-on learning and technical proficiency.
- Topics such as Intro to Programming, Intro to Game Engines.

**Robot Loves Kitty – Game Play Programmer [Contract]** - - - - - - - - - - - - - - - - - - - - **03/2016 – 08/2016**

Project: *Upsilon Circuit*
- Developed a networked combat system for real-time multiplayer interactions.
- Created enemy AI and pathfinding.
- Dynamically pulled data from databases and Twitch to impact gameplay.
- Created an engaging system that connected players and live audiences.

**SilverTech, Inc. – Client Support Engineer** - - - - - - - - - - - - - - - - - - - - - - - - - - - **06/2015 – 11/2015**

- Assisted in building and maintaining client websites and applications using C#, VB, ASP, JavaScript, HTML and CSS.
- Ensured functionality, updates, and performance optimization for client web solutions.

# Education

**Georgia Institute of Technology**, Master of Science (M.S.), Computer Science

**Southern New Hampshire University**, Bachelor of Arts (B.A.), Game Design and Development
*Minor in Applied Mathematics*