

RYAN MONTERO

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OBJECTIVE

Seeking a software development full-time position

EDUCATION

Rochester Institute of Technology

Aug. 2017 - Current

Bachelor of Science Game Design and Development 2021

Minor Computer Science

GPA: 3.42/4.0

Honors Program

Dean's List: Fall 2018, Spring 2019

SKILLS

CODING LANGUAGES

C++, C, C#, hlsl, Javascript, Python, Java

SOFTWARE

Unreal, Unity, Photoshop, Maya, DirectX 11, Blender

SPOKEN/WRITTEN

English, Spanish

LANGUAGES

EMPLOYMENT

Dark Ring Studio, Co-Owner/Technical Artist/Gameplay Engineer

May 2020 - Current

<https://darkringstudio.com/>

An LLC formed between myself and four other partners to develop a 3D rogue-like. Personal task included: design and implementation of backend systems dealing with **procedural generation** of levels, development of VFX in the project including **Shader writing** and particle effects, and the development of the company and game websites.

PROJECTS

VR project (Research)

Jan. 2019 - May 2019

A project in assisting a professor in completing a research paper on VR interactions. Students were tasked with learning the Unreal Engine and designing VR simulations to test user interactions and experiences. My contribution included the design, modeling, and implementation of several mechanics, including a grappling hook to allow users the ability to scale buildings and walls.

RELEVANT COURSEWORK

Undergraduate Seminar in Technical Artistry

Aug. 2019 - Dec. 2019

A course in the study of the implementation and integration of art in graphical simulations. Focusing on the optimization of GPU intensive VFX effects, shaders, lights and shadow performance, and asset loading. As well as frame rate control, LOD creation, and procedural generation.

Game Graphics

Jan. 2020 - May 2020

A course in learning the DirectX3D pipeline to create a basic game engine. Topics covered include the use scene graphs, optimizations, and integration with the API object structure, as well as input schemes, content pipelines, and 2D and 3D rendering techniques, and the advanced use of the API calls in production code to construct environments capable of real-time performance