

Ryan Benedetto

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Summary

I am a game industry professional with over 3 years of experience. I have been very passionate about video games for as long as I can remember, and have loved game development since elementary school. I believe video games are the greatest form of art and would love to be a member of a creative team of like-minded individuals. I am detail-oriented, analytical, and always striving to improve.

Skills

Game design	Creativity
Programming	Desire to learn
Keyframe character animation	Organization
Character rigging	Problem-solving
Bug testing	Adaptability
Bug fixing	Dependability

Software

Unreal Engine 4, Unity, Git, SourceTree, JIRA, Confluence, Unfuddle STACK, Microsoft Word, Slack

Experience

Game Developer – Indie Game Development

May 2020 – Present

- Searching for and keeping track of bugs and other issues
- Testing resolved bugs to ensure they were fixed
- Performing regression testing to ensure stability after code changes
- Troubleshooting issues with the game and fixing discovered bugs
- Solving general game development issues
- Designing and programming game mechanics
- Creating and managing game design document
- Creating, importing, and managing game assets

Animator/Quality Assurance – Plasma Games

Feb. 2017 – July 2019

Sci-Ops: Global Defense Released June 2019

- Creating animations for human and humanoid characters for a turn-based strategy game
- Exporting animations for use in Unity
- Making adjustments to animation trees within Unity
- Creating rigs and paint weights to be used for animating characters
- Optimizing animations for extremely low-spec machines
- Searching for bugs and documenting them via ticketing system
- Testing resolved bug tickets and closing them if they were completed
- Performing regression testing to ensure stability after code changes

Animator Intern – +++ Productions

Jan. 2015 – Mar. 2015

1 of 11 Football

- Cleaning up motion capture data for a football-themed indie game
- Creating key framed animations for human characters
- Troubleshooting problems with rigs

Education

Living Arts College

Sep. 2012 – Dec. 2015

Valedictorian

Bachelor of Arts in Animation and Game Design

GPA of 3.95

Relevant Works

Bogus Burgers – Living Arts College

- Animating characters via keyframe animation
- Modeling and texturing props and environment pieces
- Graphic design work creating stickers

Living Arts College Commercial – Living Arts College

- Modeling and texturing props and environment pieces
- Graphic design work creating logos and posters

Vaultrunner – Living Arts College

- Designing and programming game mechanics
- Story creation
- Level design
- Modeling and texturing props and environment pieces
- Setting up lighting within Unity
- UI design and coding

Event Horizon – Living Arts College

- Designing and programming game mechanics
- Modeling and texturing player and enemy ships
- Modeling and texturing props and environment pieces
- UI design and coding

Dragon Slayers – Living Arts College

- Designing game mechanics and rules utilizing top-down and bottom-up design
- Designing game board and other necessary pieces for gameplay
- Playtesting and providing feedback for other student's games
- Iterating game design based on feedback received