



Ryan O'Hara

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Portfolio: www.artii.net

Education

Quinnipiac University - Hamden, Connecticut

Bachelor of Arts in Game Design & Development (Expected May, 2018)

GPA: 3.85

Academic Honors:

- Outstanding Academic Achievement Award (2015)
- 7 consecutive Dean's List appearances (2015 – present)
- 1st Place, Interactive Digital Design Club 2015 Showcase

Skills

- Skilled in use of the Unity game engine in all phases of the game design process, including scripting, art, and animation.
- 7+ years of experience with various digital art and design programs, including GIMP and Photoshop.
- Skilled in concept art, character/creature design, UI design, environmental art, and programmatic art.
- Coding experience in C#, Java, and Scala.

Work Experience

Game Design Internship – Quinnipiac University Grant Program – Hamden, CT (2017)

An internship in creating a biomedical educational game as a part of a grant-funded summer research fellowship.

- Coordinated with a teammate to create a game that teaches the core concepts of pharmacology.
- Programmed, designed, and tested the core gameplay experience while also creating a clean user-accessible level editing tool.

Graphic Designer – Lilo – Hamden, CT (2016)

A social media agency that works closely with client companies to increase their online presence.

- Created promotional imagery for various purposes, including Snapchat filters, webpage components, and brochures.
- Coordinated with other team artists to create a unified creative style for major projects.

Graphic Designer – Checkmate Creations – Hamden, CT (2015)

A website building and graphic design firm devoted to making high quality, brand-building pages for clients.

- Built high detail icons, graphics, and PowerPoint presentations for clients.
- Enhanced clients' existing visual materials and worked within tight design constraints.