**Ryan O'Hara**

22 Woodland Drive, Peckville, PA, 18452 - (570) 604-1516 - [rpohara@quinnipiac.edu](mailto:pohara@quinnipiac.edur)

Portfolio:

[www.artii.net](http://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.