

RYAN O'HARA

artigames01@gmail.com

EDUCATION

2018 - 2020 | **MS - Computer Science,**
PACE University, NY

- (In-progress) - 27 of 30 credits completed.
- 3.89 GPA

2014 - 2018 | **BA - Game Design and Development,**
Quinnipiac University, CT

- Graduated Magna Cum Laude
- 3.81 GPA

2014 | **Scranton Preparatory School**
Scranton, PA

- Graduated with Honors

WORK EXPERIENCE

2018 | **Teacher's Assistant**
Quinnipiac University, CT
Supervisor: Prof. Jonah Warren

- Taught "Game Lab" programming sessions for sophomore students.
- Assisted in solving mechanical and design issues present in students' programming assignments, both inside and outside of the classroom.
- Provided daily lectures on specialized C# programming topics.

2017 | **Game Developer**
Quinnipiac University, CT
Supervisors: Prof. Jonah Warren & Dr. Sheila Molony

- Received QUIP-RS Grant funding to develop an educational video game product for use in the college's Accelerated Nursing Program.
- Worked with a single teammate to deliver a fully functional, cross-platform PC & Mac game containing a single player campaign and level editing tools in 3 months. The game's educational content was reviewed and approved by a panel of medical experts.
- Responsible for the design and implementation of all art, animation, UX, and gameplay scripting using C# and the Unity game engine.

PORTFOLIO

For demos showcasing my development experience and completed products, please visit my website:

www.artii.net

REFERENCES

Prof. Elena Bertozzi, Quinnipiac University
Elena.Bertozzi@quinnipiac.edu
(203) 582-7998

Prof. Jonah Warren, Quinnipiac University
Jonah.Warren@quinnipiac.edu
(203) 582-7921

Prof. Gregory Garvey, Quinnipiac University
Gregory.Garvey@quinnipiac.edu
(203) 582-8389

Francis P. Sempa, Esq.
Assistant United States Attorney
FSempa@usa.doj.gov
(570) 498-6311

DEVELOPED GAMES



LigandQuest (2017)

A grant-funded educational game commissioned by Quinnipiac University for their Accelerated Nursing Program. Teaches pharmacology concepts through gameplay.

- Deployed in Quinnipiac's educational curriculum
- Features a full level-editing toolkit for users
- Developed with Unity

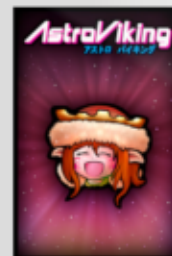


TimeTekker (2018)

A twin-stick shoot em' up where your actions affect the speed of time itself.

- 7-time award winner
- 100% positive review score
- Developed with Unity

Available on  STEAM



AstroViking (2018)

A wave-based, horde-survival shooter with a gigantic skill tree of 60+ upgrades.

- Online leaderboard system
- Developed with Unity

Available on  STEAM

AWARDS RECEIVED

QUIP-RS Research Grant
Quinnipiac University

Innovation Grant
Quinnipiac University

Golden Joystick: Best Student Game
Terminus Showcase 2018

Nominee: Best Overall Game
Terminus Showcase 2018

Best Gameplay
NESGD Showcase 2018

1st Place in the Arts
Quinnipiac University CAS Awards 2018

Best Use of Time
RPI's GameFest 2017