

RYAN DAVEY

Software Engineer

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Game Programmer Experience

Game Programmer for Cat Daddy Games • WWE Supercard [Sept. 2014 – Present]

- ◆ Complete knowledge of game logic pipeline from client logic to server logic and data storage
- ◆ Completed game-play features (game-play events, matchmaking, live PvP, daily login, news ticker, etc) for several updates on WWE Supercard
- ◆ Used C++ for client game logic including logic for UI, underlying data for game-play, and implementing messages to communicate with servers
- ◆ Used C# and LINQ for server game logic using a stateless server architecture. Created messages for communicating with client and underlying system logic for storing data in database and cache
- ◆ Wrote client UI interface to make parsing and controlling UI meshes easier, cleaner, and maintainable
- ◆ Developed action-list interface for game logic to allow for automation of game client without polluting game logic code
- ◆ Implemented C# UI tool for spawning X number of clients that run automated play logic for stress testing
- ◆ Complete overhaul of main menu system for major reduction in code bloat. Structured to allow for flexibility on layout of the elements
- ◆ Created tool for web front-end to allow for generic manipulation of server data
- ◆ Wrote SQL queries to gather pertinent data about users like event participation, purchases, cheat detection, server logic stability, etc
- ◆ Monitored server logs for issues after each major update and during test phases

Game Programmer for Cat Daddy Games • MyNBA 2K15 [Jun. 2014 – Oct. 2014]

- ◆ Implemented gameplay logic for several gameplay modes
- ◆ Developed in-game store that allows players to buy accessories for console game
- ◆ Organized existing and created new hooks for localytics data throughout app

Skills

Game Programmer position at mobile game development studio

Team Experience with multidisciplinary teams of engineers, testers, producers, and artists

Finished Projects from conceptualization to final product by meeting scheduled milestones for mobile game development update cycles. Updates deployed to live servers and player-base

Languages: C/C++ (4 years), C# (2 years)
OpenGL/GLSL, SQL, HTML, JavaScript

Development: Game Programming, Server and Client Game Logic and Game Systems, Tools, UI, State Machines

Tools/Libraries: JSON, .NET Framework (LINQ), Visual Studio, JQuery, P4V, SVN, SDL, Bullet, GLM, Inno Setup

Education

DigiPen Institute of Technology

[2009 – December 2013]

Bachelors of Science in Computer Science in Real-Time Interactive Simulation