

Ryan Snyder

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Skills

Unreal Development Kit
Unity 3D
CryENGINE
Autodesk 3DS Max

Autodesk Maya
Adobe Photoshop
Programming
Game Scripting

3D Modeling
Texturing
Game Design
Level Design

Experience

Monrovia, CA Global Game Jam 2014

-Lead programmer and assistant project manager for the game Maz0r Laz0r in which I was responsible for brainstorming game design ideas as well as programming the core game mechanics.

Altadena, CA Volunteer 2008 – 2009

-Worked as a “book weeder” going through all the shelved books and removing any that haven’t been checked out in a long period of time.

Pasadena, CA Volunteer Librarian 2007 – 2008

-Worked at my high school's library as assistant librarian. Was responsible for checking books in and out as well as organizing book storage and making sure all textbook are registered to the school.

Education

Mt. Sierra College Monrovia 2009 – 2014

-Bachelors of Arts Degree in Media Arts and Design with a Concentration in Game Arts